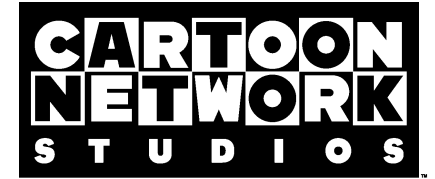




“The Return Of The Vampire King Part 3 – Vamps About” 1025-214

Original Board



Date 12/01/14



Board Team Final 12/01/14



Network Approval Board



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Tom Herpich
& Steve Wolfhard

Animation Studio
RDK

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ADVENTURE TIME



Sc. — Pnl. — Bg. — day night

VAMPS
ABOUT

BY TOM & STEVE

Sc. 1 Pnl. A Bg. day night

Dialog:	SPX 8 MUSIC (ALREADY GOING)
Action:	EARLY MORNING
Timing:	

1034-214

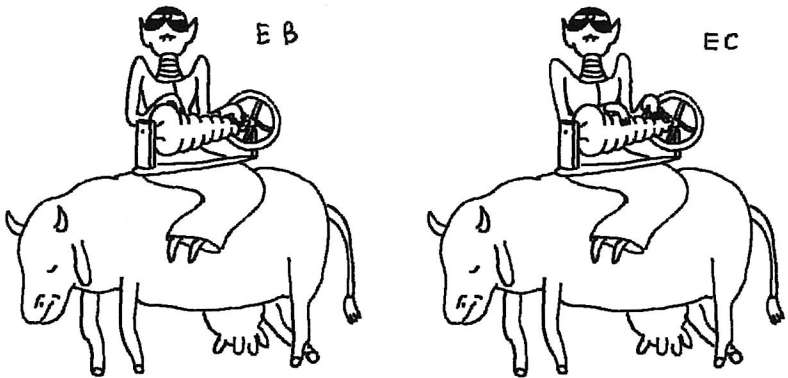
EPISODE

Production :

ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night



1034-214

EPISODE #

Production :

ADVENTURE TIME

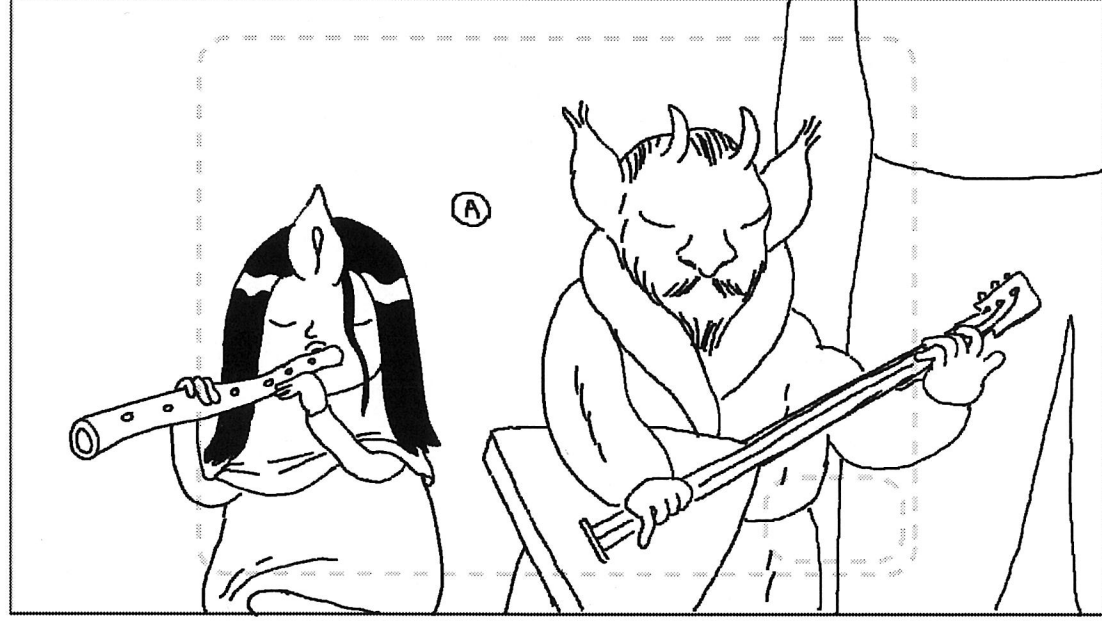


Sc. 3

Pnl. A

Bg.

day night



Sc. 3

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



DIFFERENT SPEEDS
FOR M+H, SO
THEY DON'T LOOK
LIKE SYNCHRONIZED
SWIMMERS.



1034-214

EPISODE

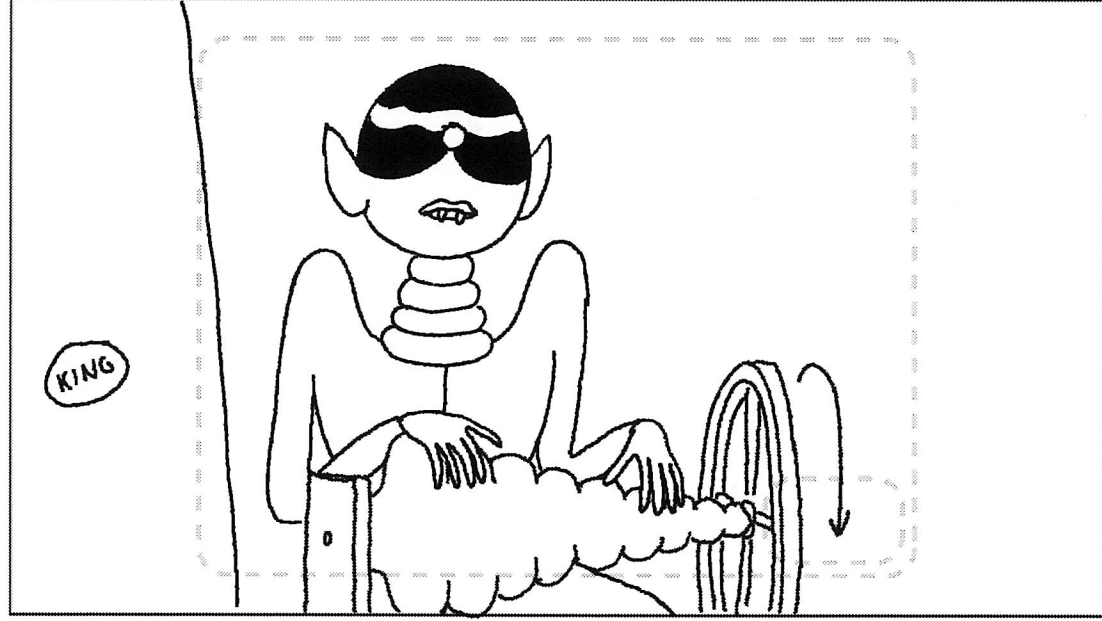
Production :

ADVENTURE TIME

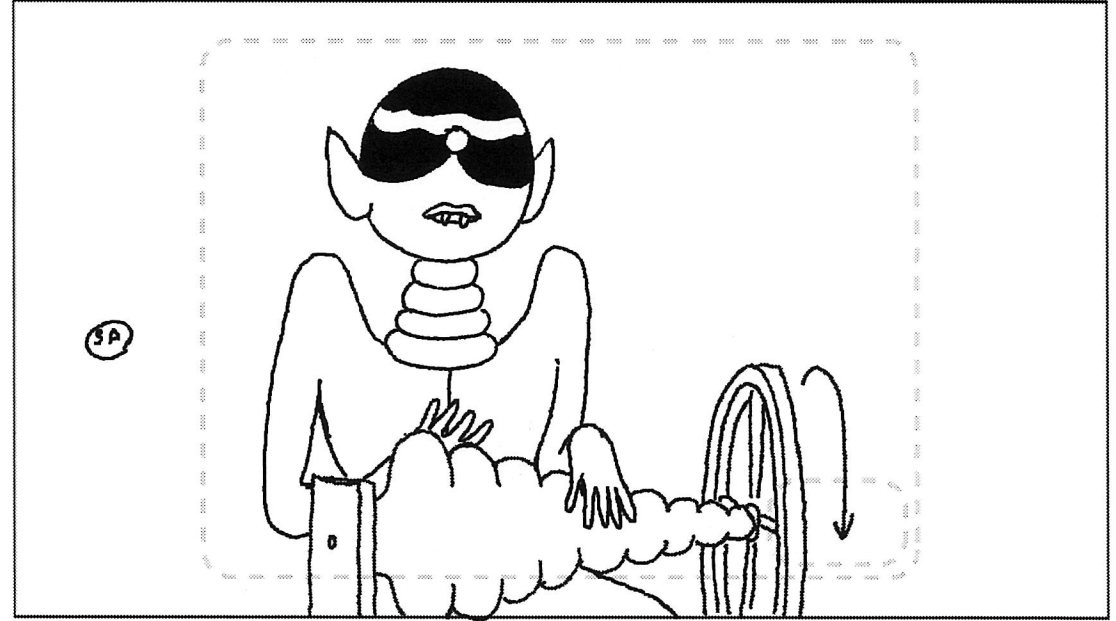


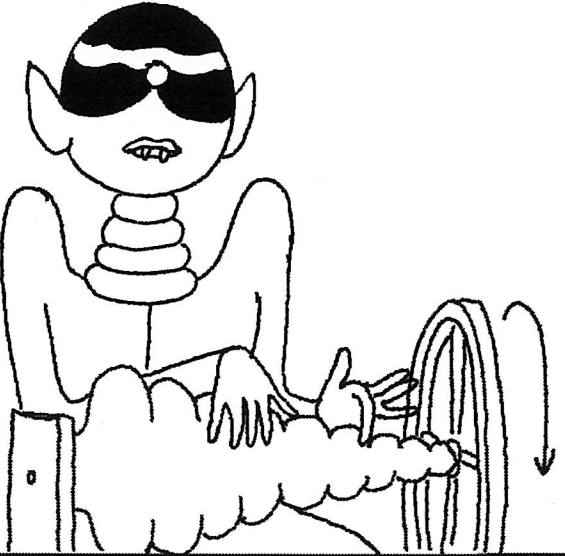

Page 4

Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



<p>Dialog:</p> <p>Action:</p> <p>Timing:</p>	 <p>(A GLASS HARMONICA)</p> 
--	---

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1034-214
 EPISODE #
 Production :

ADVENTURE TIME



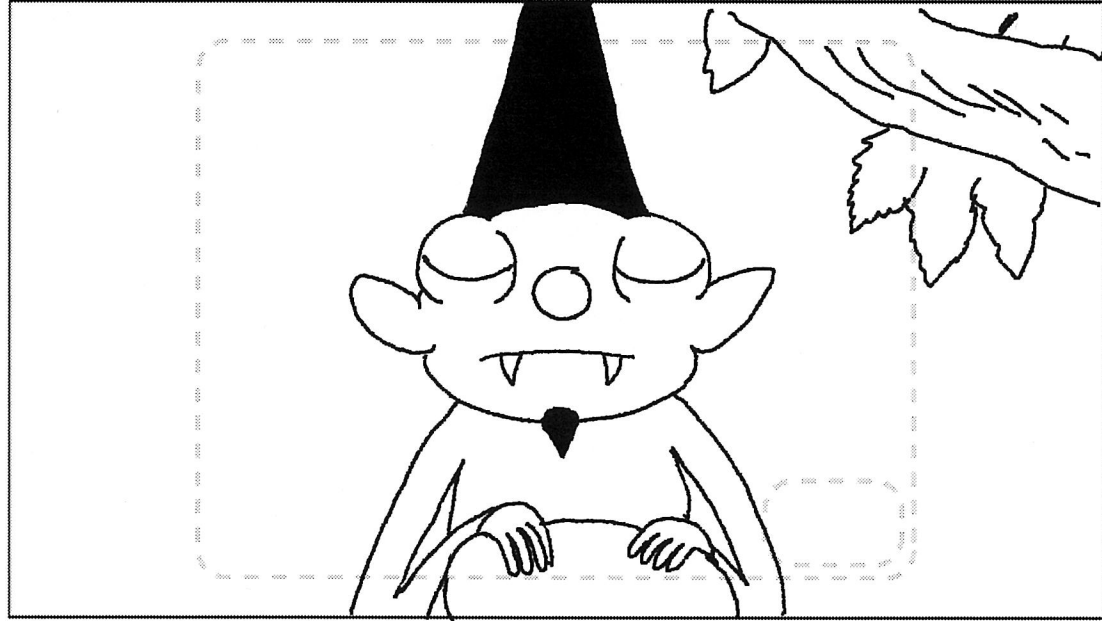
Page 5

Sc. 5

Pnl. A

Bg.

day night

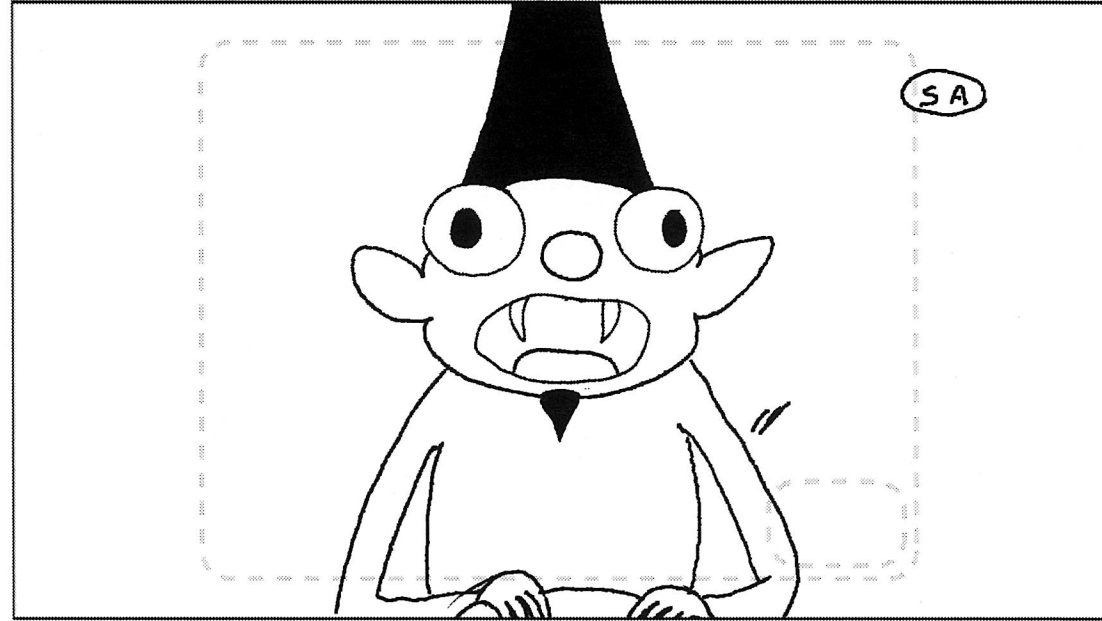


Sc. 5

Pnl. B

Bg.

day night



Dialog:
ⓕ/ HEY THIS IS NUTS, RIGHT.
Action:
Timing:

1034-214

EPISODE

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ADVENTURE TIME

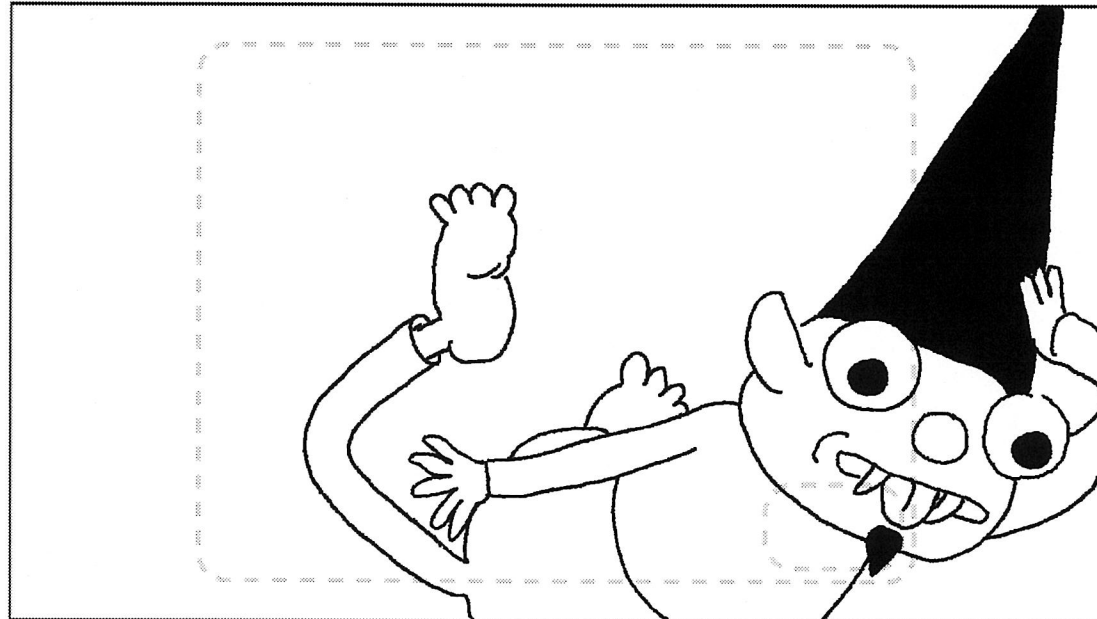


Sc. 5

Pnl. c

Bg.

day night

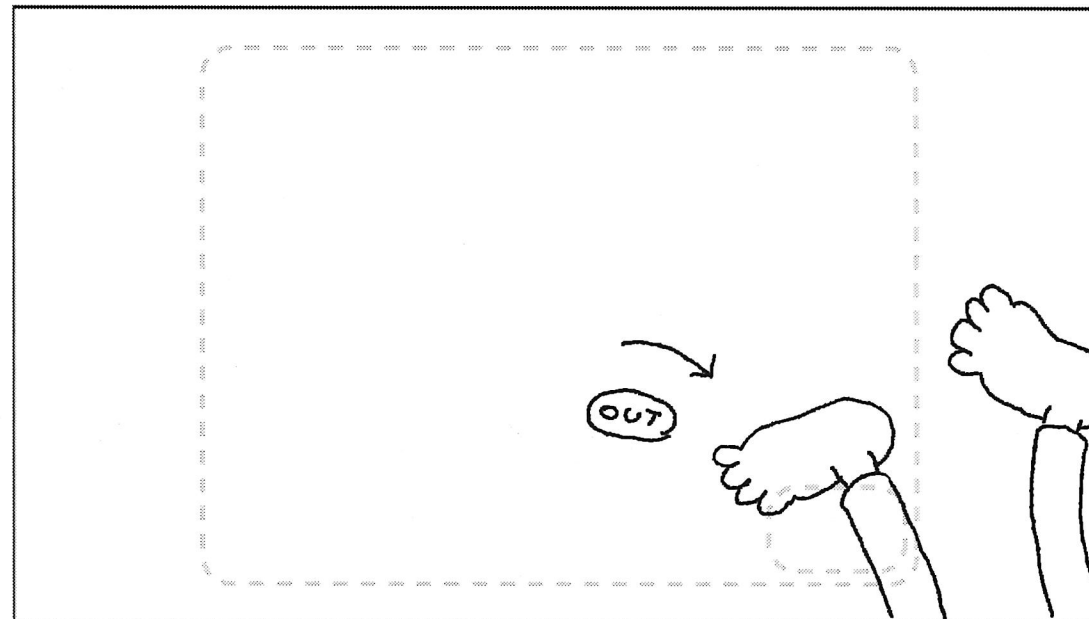


Sc. 5

Pnl. D

Bg.

day night



Dialog:

(SFX) / DRUM HITTING -
THE GROUND. -

Action:

Timing:

Production :

EPISODE #

1034-214

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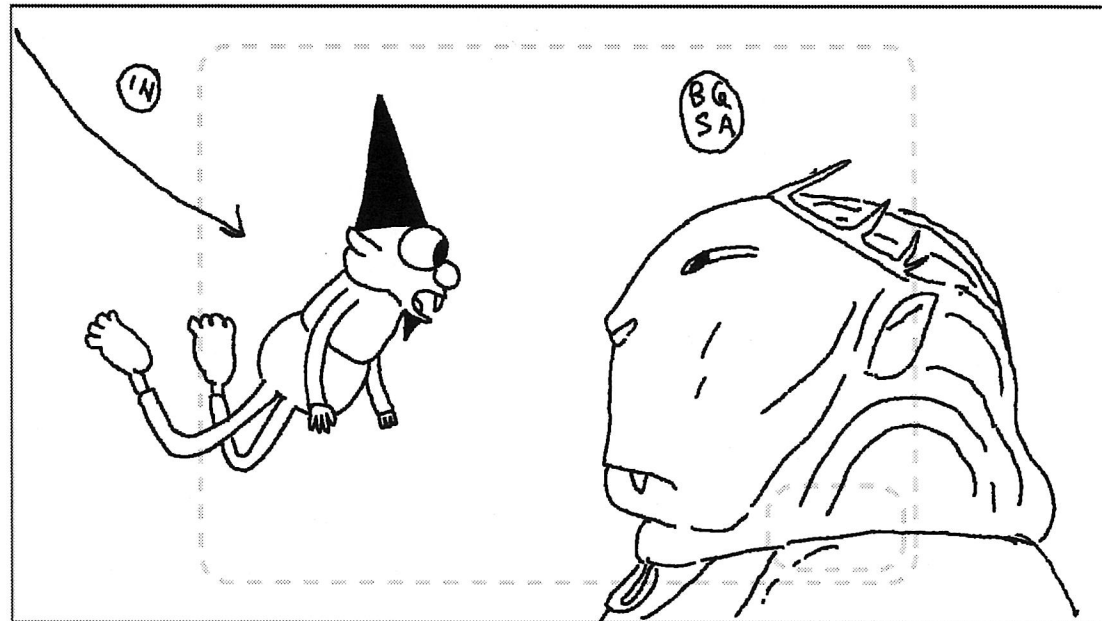
ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night



Sc. 6 Pnl. B Bg. day night

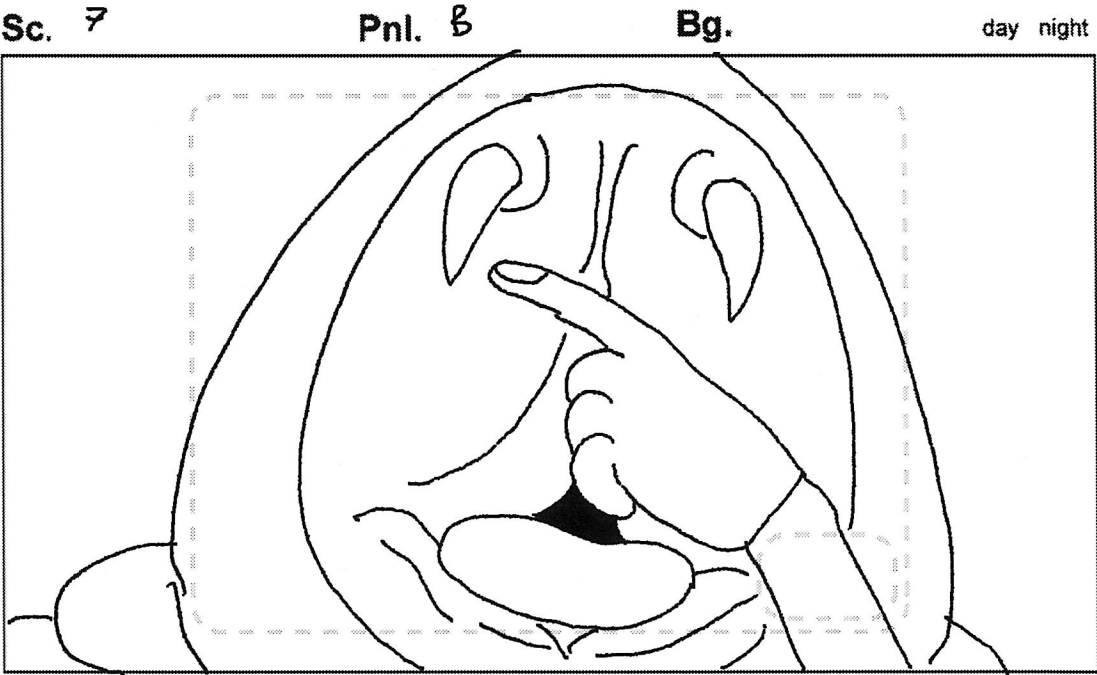
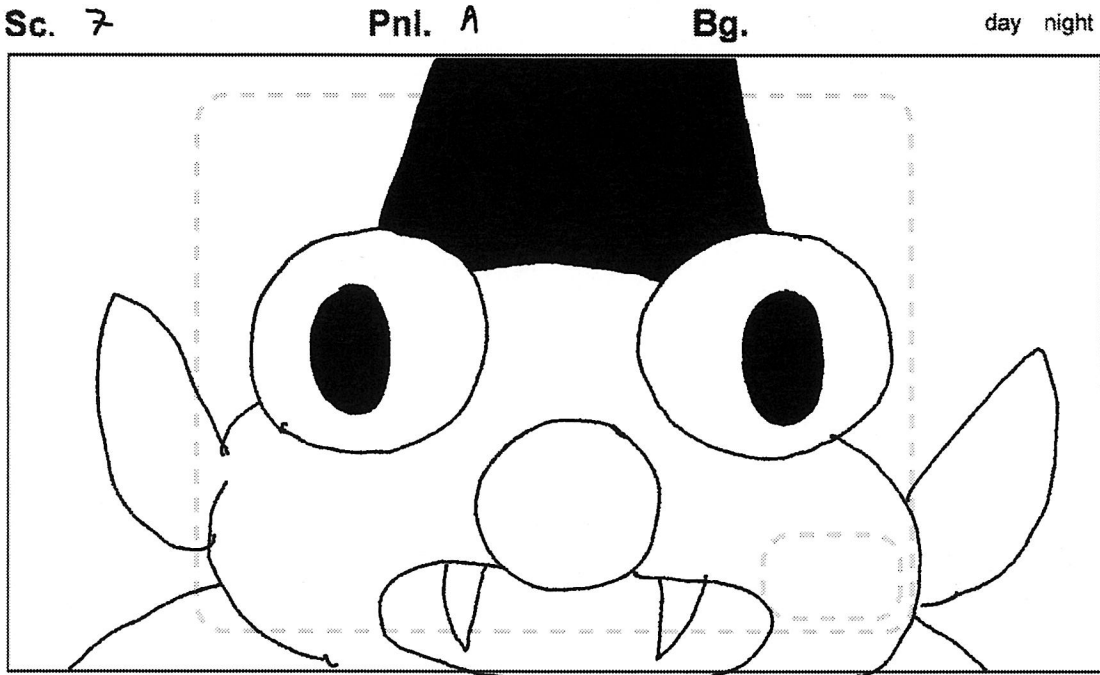


Dialog:	(F) LOOK, I'VE
Action:	
Timing:	

1034-214
EPISODE #
Production :

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ADVENTURE TIME



Dialog:	
ⓔ GOT BOTH MY TEETH!	ⓔ LOOK!
Action:	
Timing:	

1034-214

EPISODE #

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ADVENTURE TIME



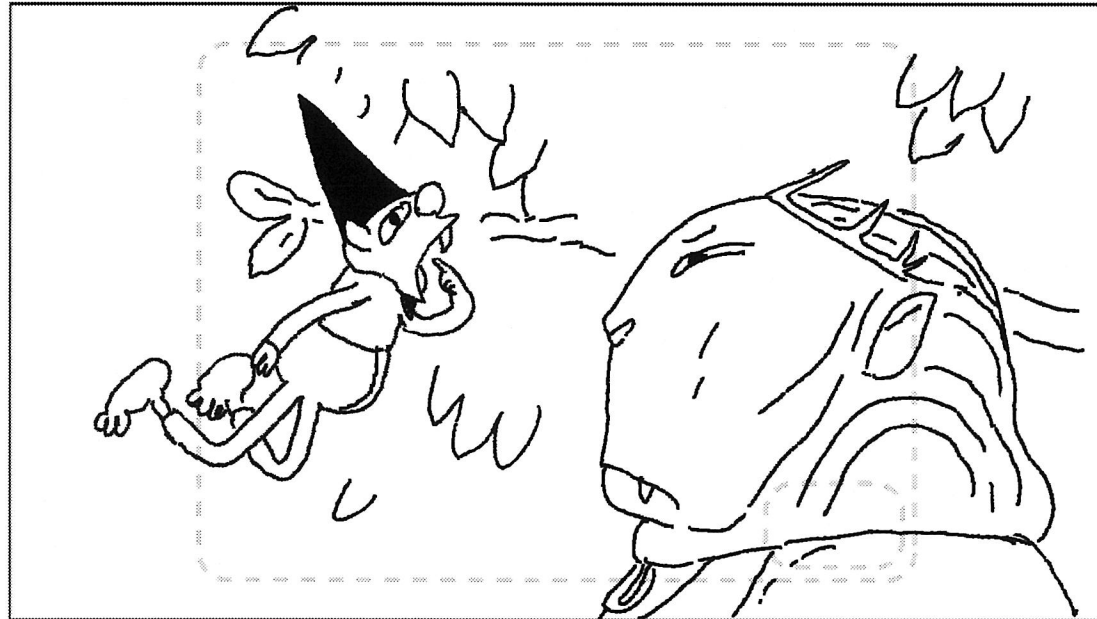
Page 9

Sc. 8

Pnl. A

Bg.

day night

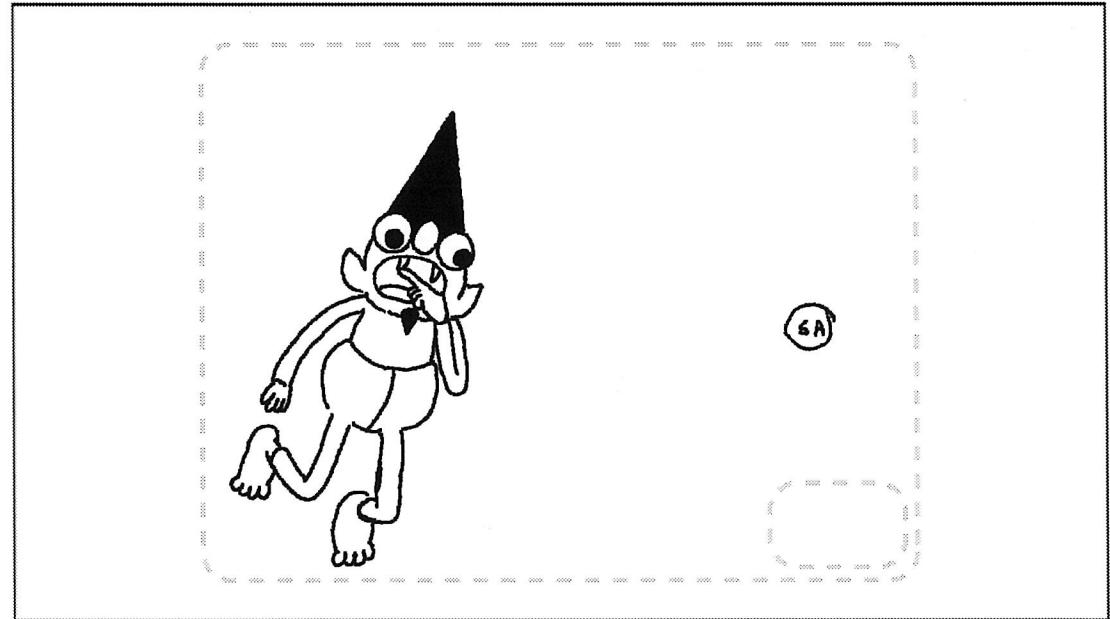


Sc. 8

Pnl. 8

Bg.

day night



Dialog:

ⓔ I LOST ONE IN
A BOX TURTLE, ONCE.

Action:

↑
SPOKEN WITH HIS
MOUTH OPEN, LIKE AT
THE DENTIST.

Timing:

1034-214

EPISODE #

Production :



ADVENTURE TIME

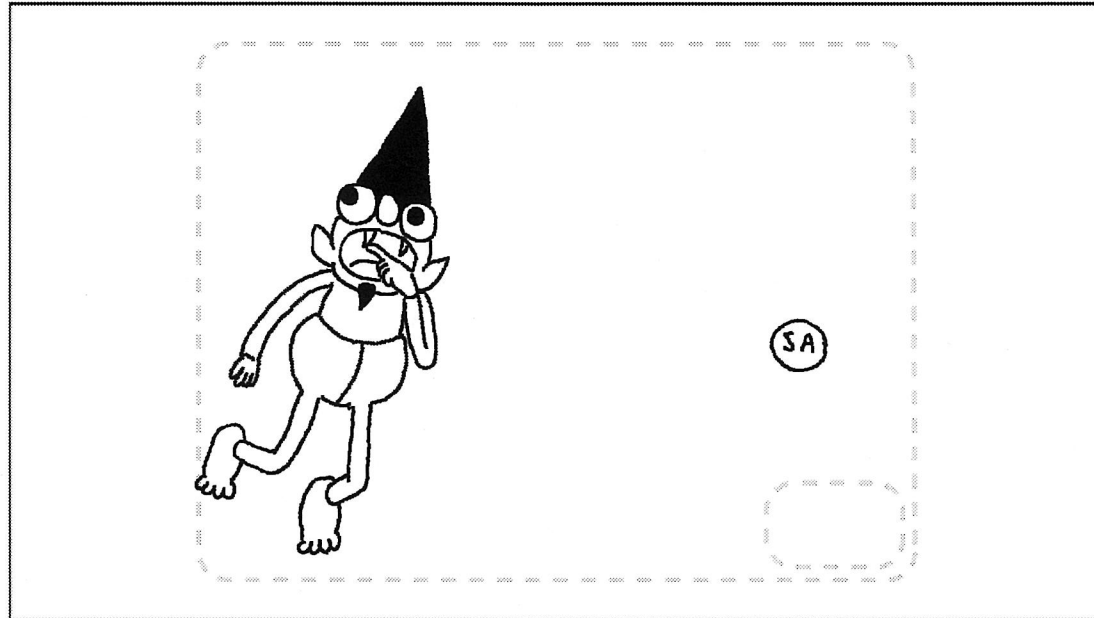
Page 10

Sc. 8

Pnl. c

Bg.

day night

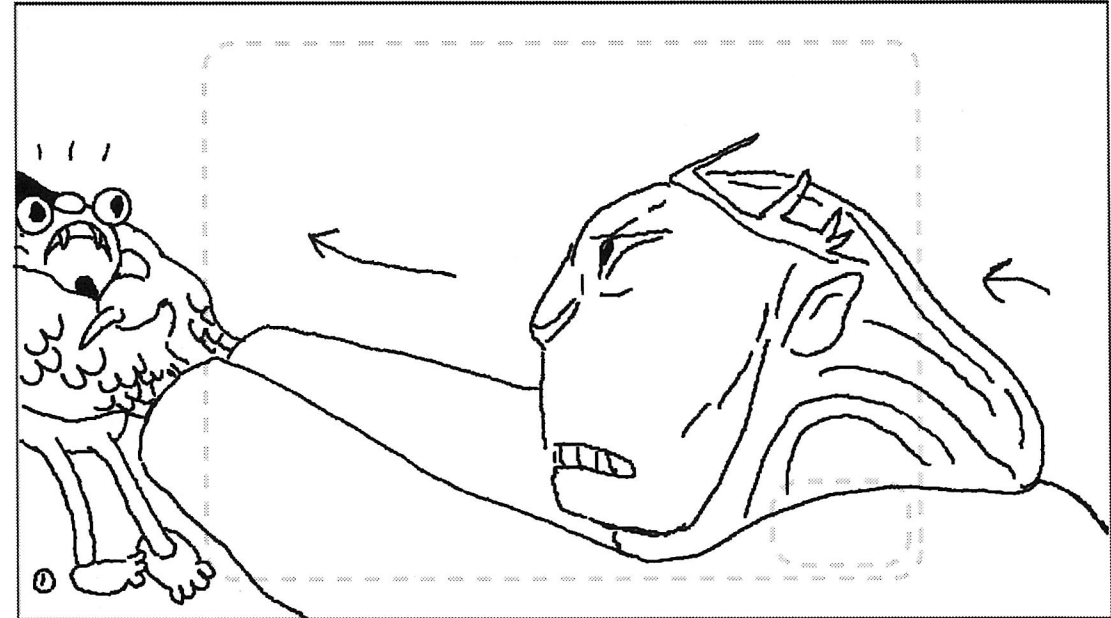


Sc. 8

Pnl. d

Bg.

day night



Dialog:

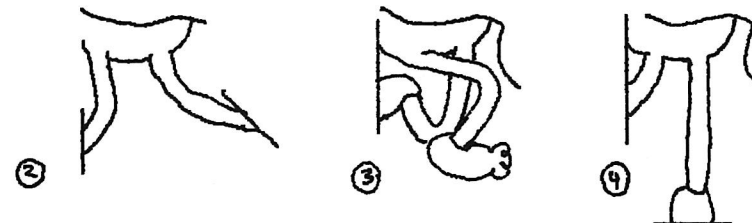
ⓔ ALSO, I
USED TO BE
DEAD.

ⓔ AH!

Action:

-KING FAST LIKE A SNAKE
-FOOL KICKING FRANTICALLY.

Timing:



1034-214

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ADVENTURE TIME



Page 11

Sc. 8

Pnl. E

Bg.

day night

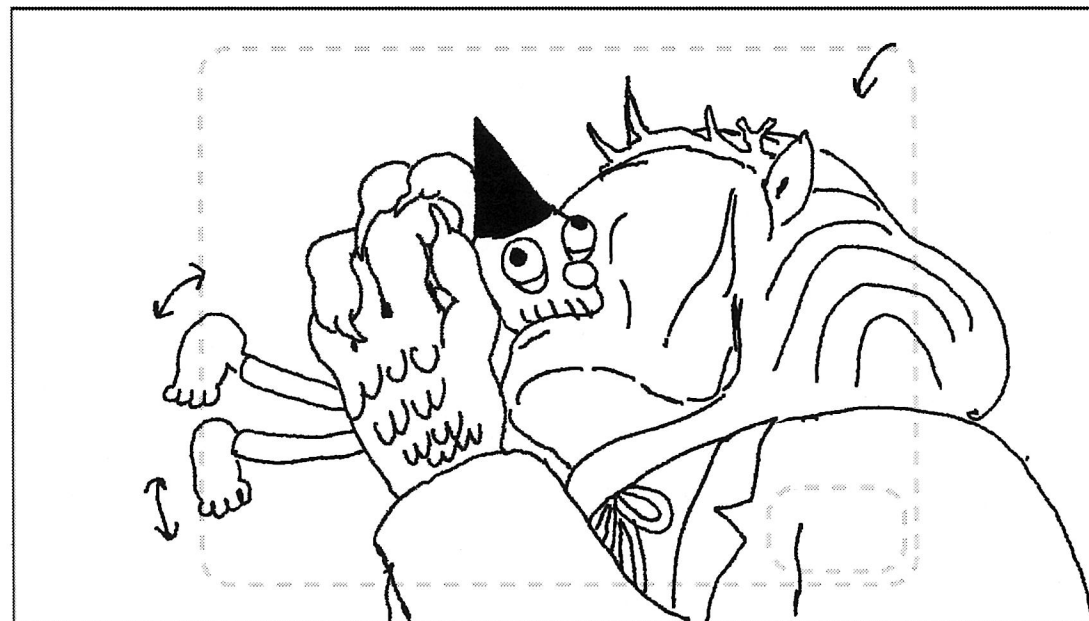


Sc. 8

Pnl. F

Bg.

day night



Dialog:

ⓕ MME!

ⓕ M M M M M M M

Action:

WHAT A KISS!

Timing:

1034-214

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ADVENTURE TIME



Sc. 8 Pnl. G Bg. day night

Sc. 8 Pnl. H Bg. day night

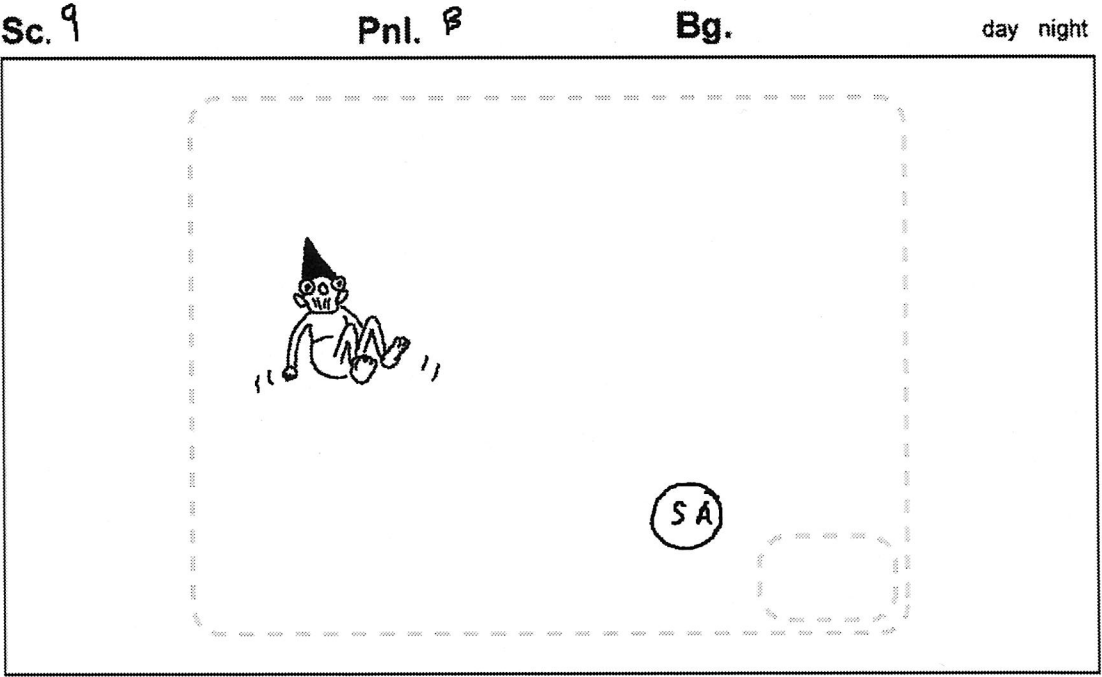
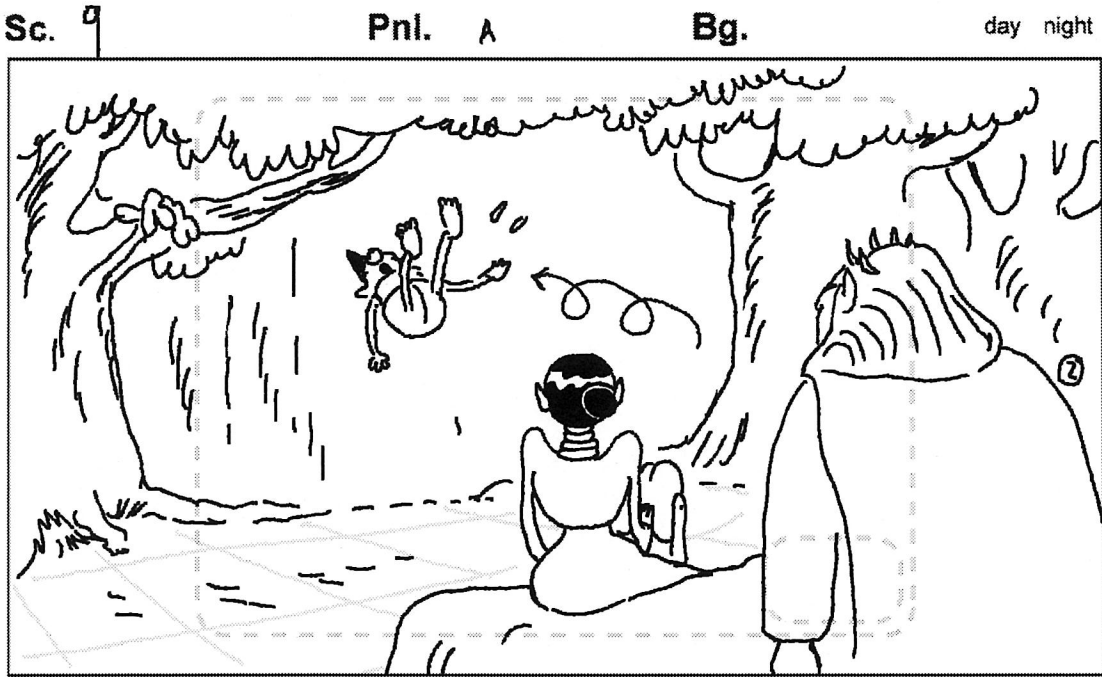
Dialog:	Ⓕ/ m m m ...	Ⓖ/ m m w a h !
Action:	T H E F O O L S T R U G G L E S .	
Timing:		

1034-214 EPISODE #

Production :

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ADVENTURE TIME



Dialog:		
Action:		
Timing:		

1034-214
EPISODE #
Production :

ADVENTURE TIME

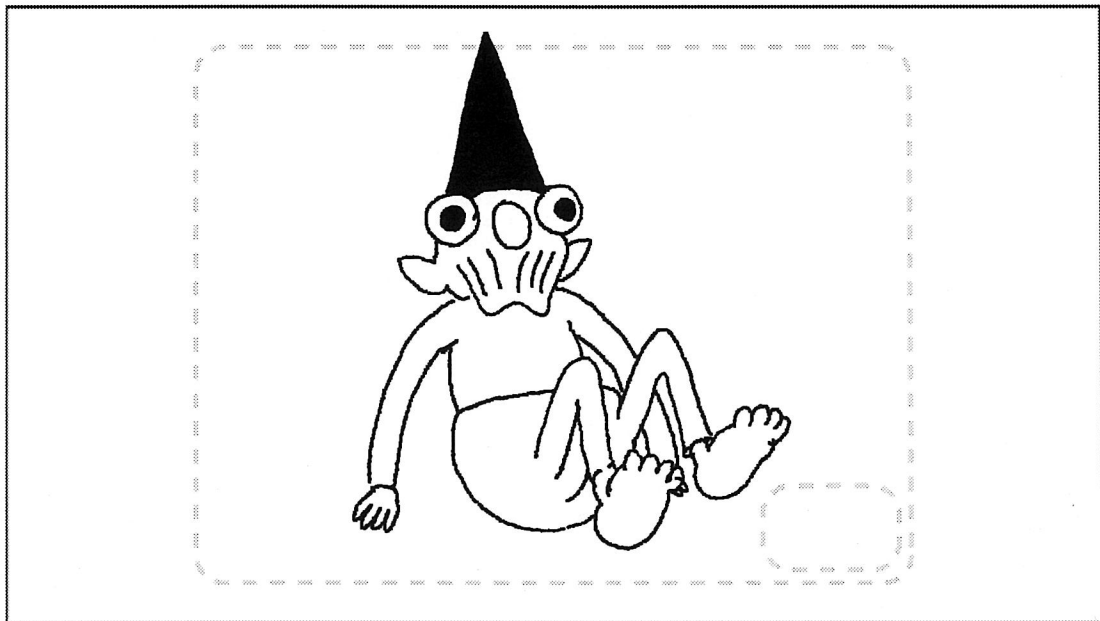


Sc. 10

Pnl. A

Bg.

day night

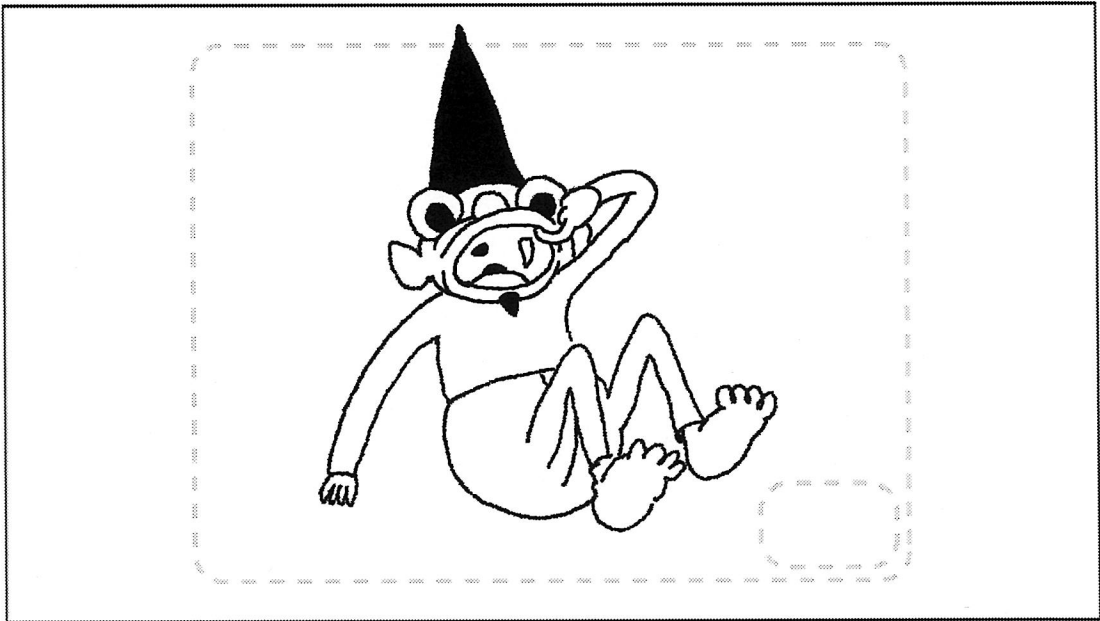


Sc. 10

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

1034-214

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ADVENTURE TIME



Sc. 11

Pnl. A

Bg.

day night

Sc. 11

Pnl. B

Bg.

day night

Dialog:
(K) ~ poo! ~
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



Page 16

Sc. 12

Pnl. A

Bg.

day night



Sc. 12

Pnl. B

Bg.

day night



Dialog:

Action:

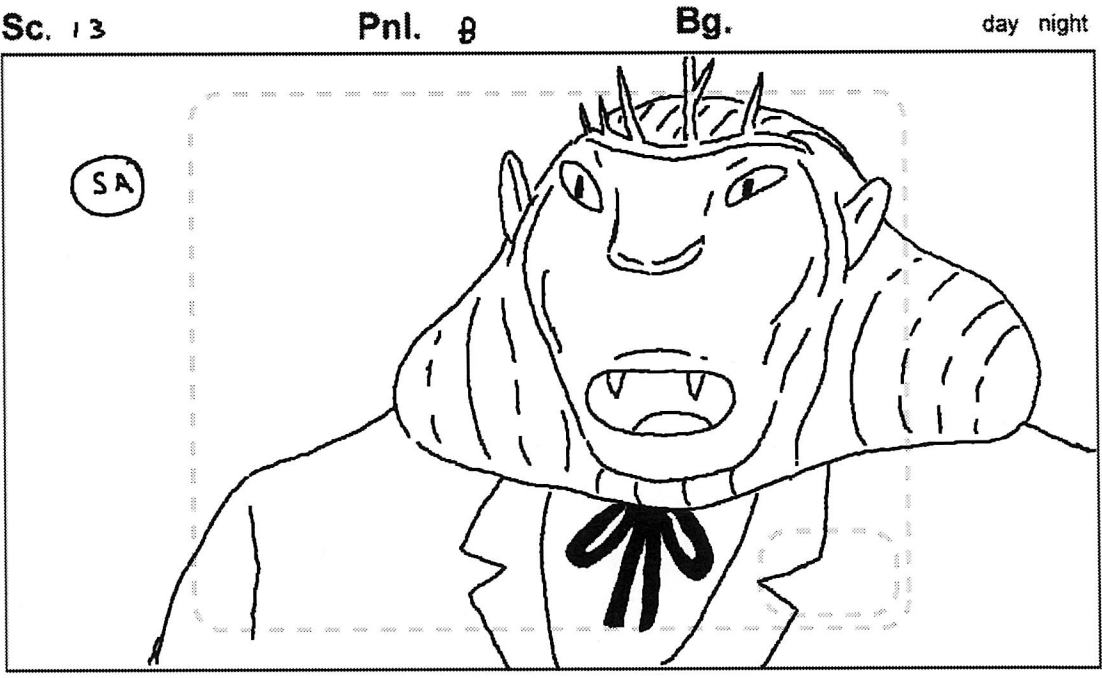
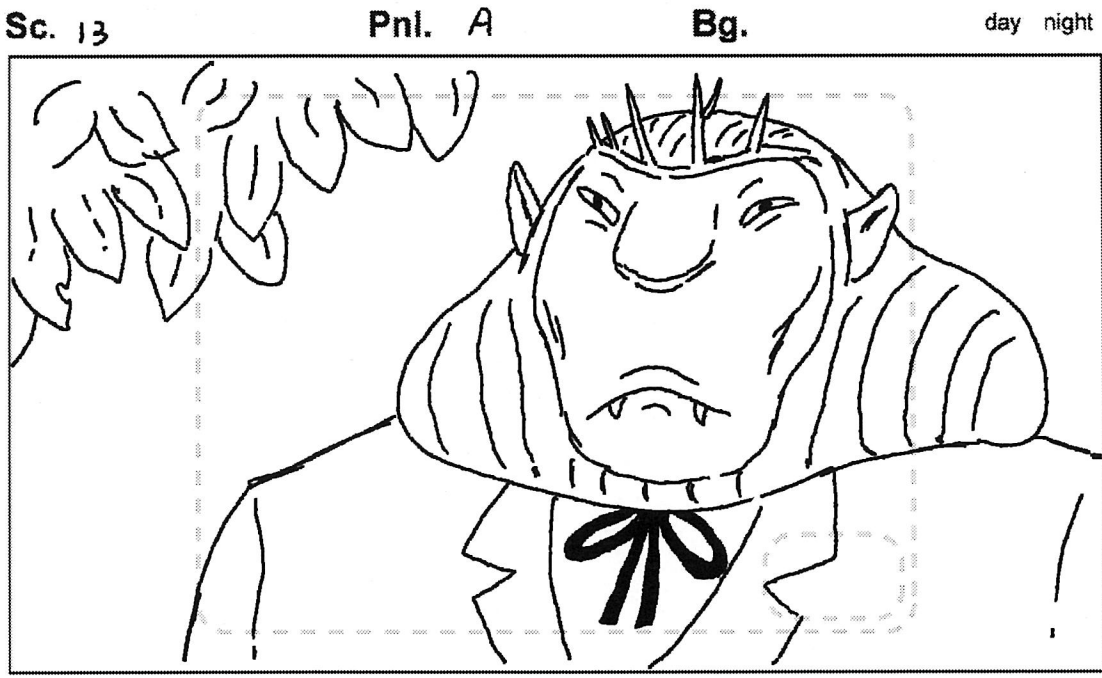
Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



Dialog:	(K) FOOL , THIS IS <u>LIFE</u> .
Action:	S . P .
Timing:	

1034-214

EPISODE

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ADVENTURE TIME



Sc. 13

Pnl. c

Bg.

day night

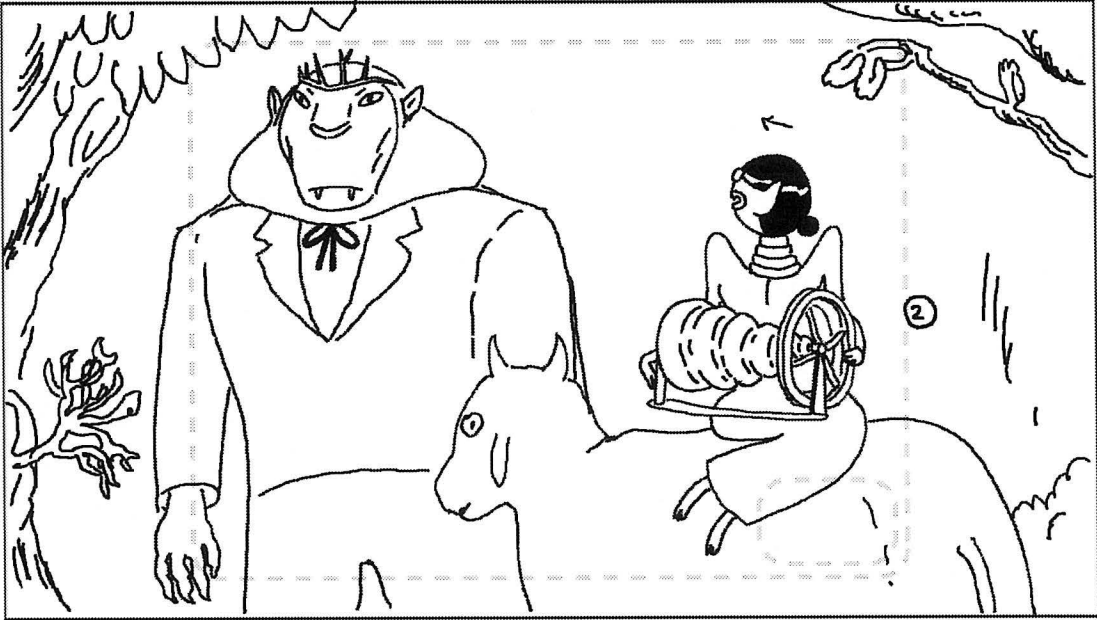


Sc. 14

Pnl. A

Bg.

day night



Dialog:

(Kog) GET A HOT DOG IF YOU
CAN'T TAKE THE BUN.

(E) ② PAH!

Action:

(K) GET OUT OF THE HOT DOG
IF YOU CAN'T TAKE THE BUN.



Timing:

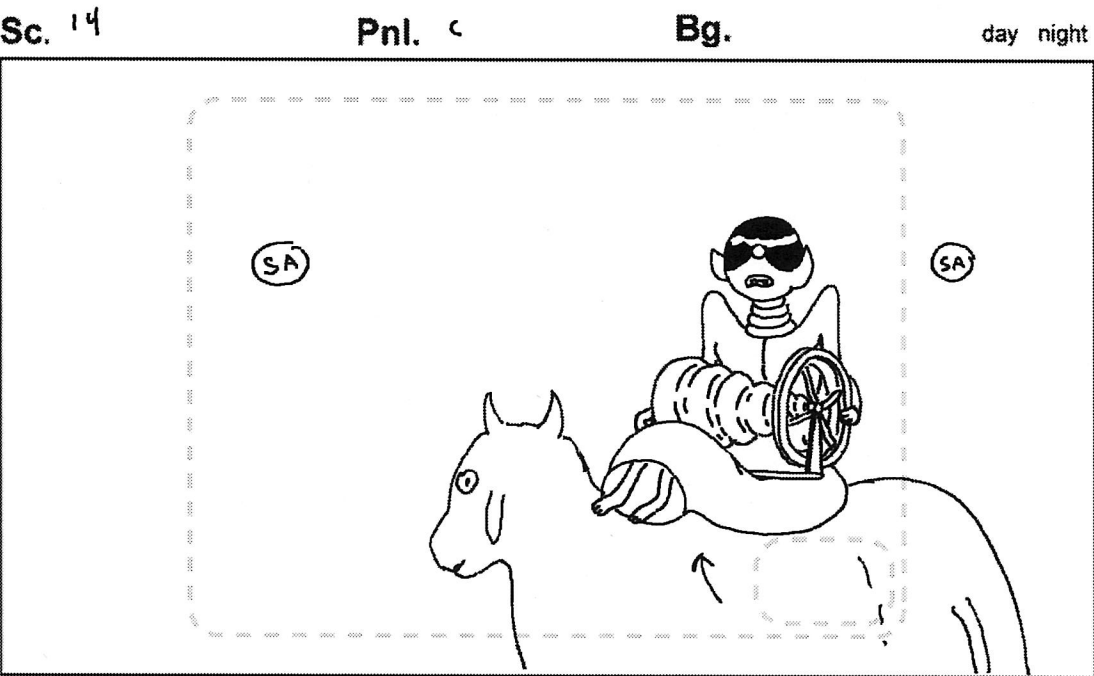
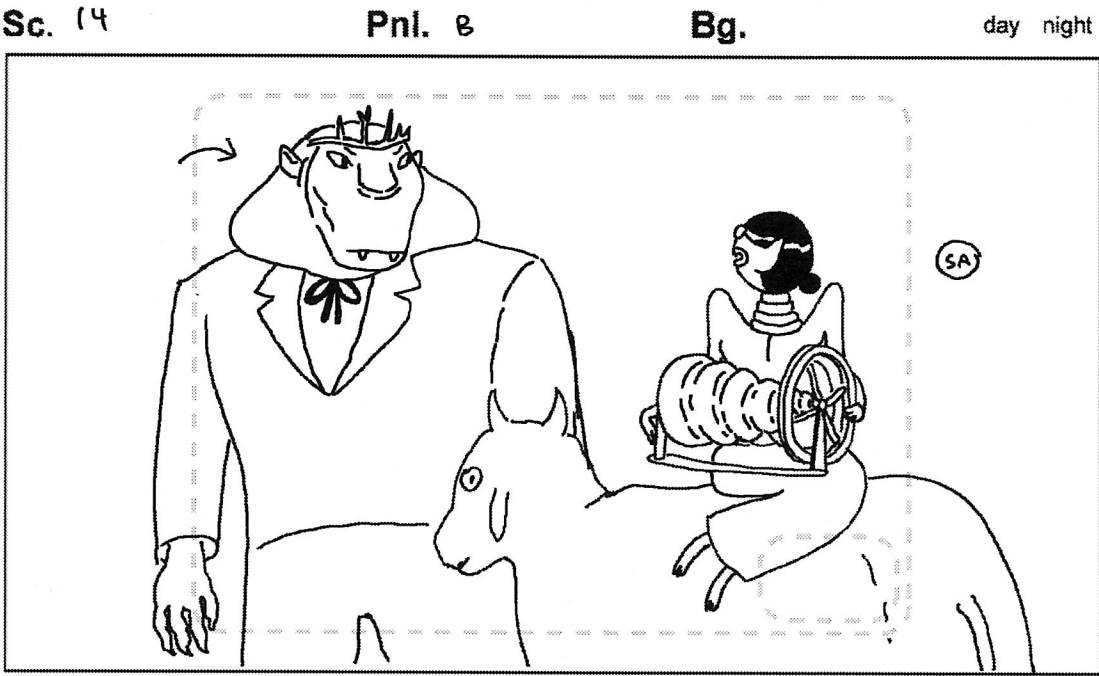
1034-214

EPISODE #

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ADVENTURE TIME



Dialog:

(CONT)

E IT TASTES DIFFERENT HERE!

Action:

Timing:

1034-214

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ADVENTURE TIME



Sc. 14 Pnl. D Bg. day night

Sc. 14 Pnl. E Bg. day night

Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



Sc. 14

Pnl. F

Bg.

day night



Dialog:

© WHERE ARE WE? IT'S LIKE

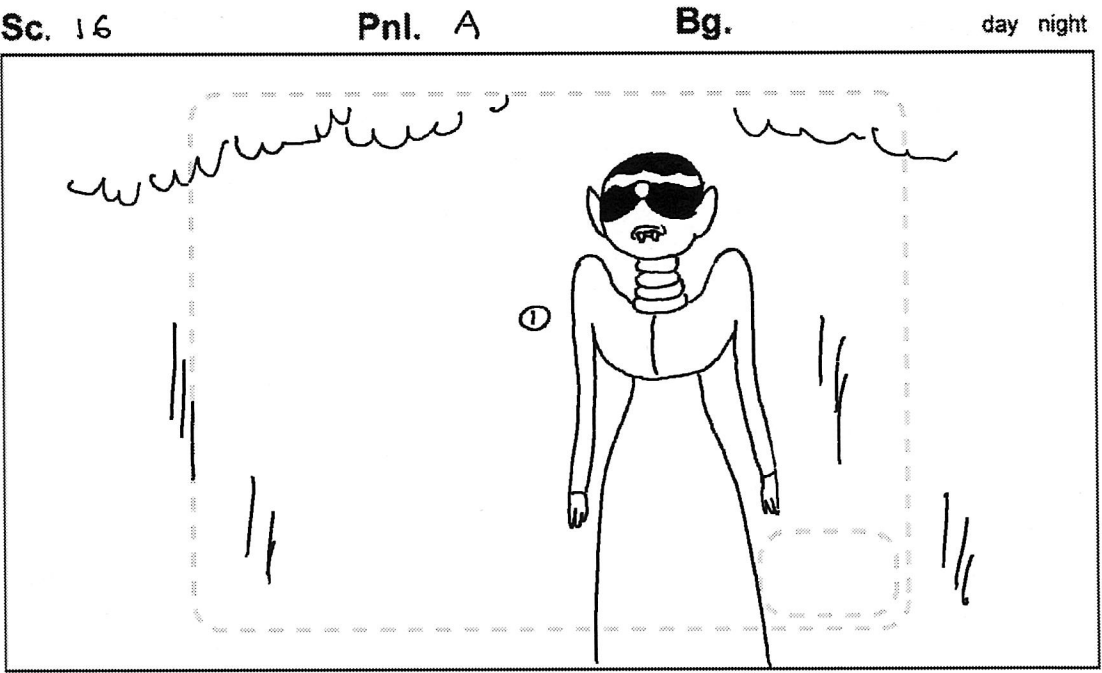
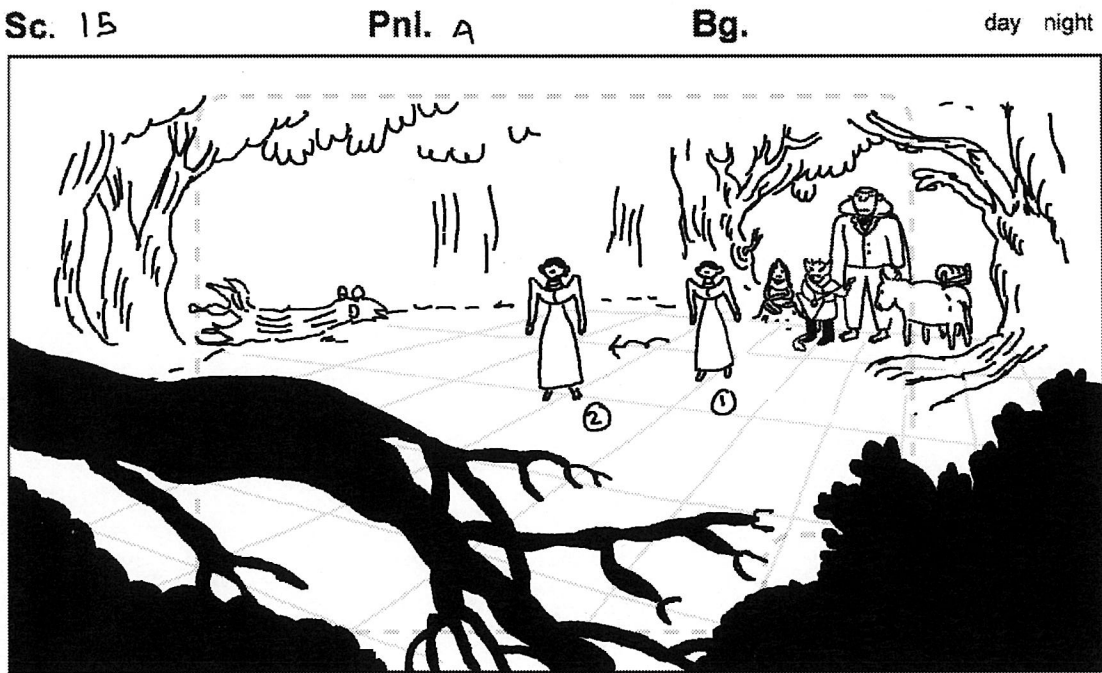
Action:

Timing:

1034-214 EPISODE #

Production :

ADVENTURE TIME



Dialog:	(E) (CONT) WE FELL ASLEEP ON A RAFT AND WOKE UP IN STRANGE SEAS...
Action:	
Timing:	

(H) (OS)
HUMPH!

1034-214

EPISODE

Production :

ADVENTURE TIME

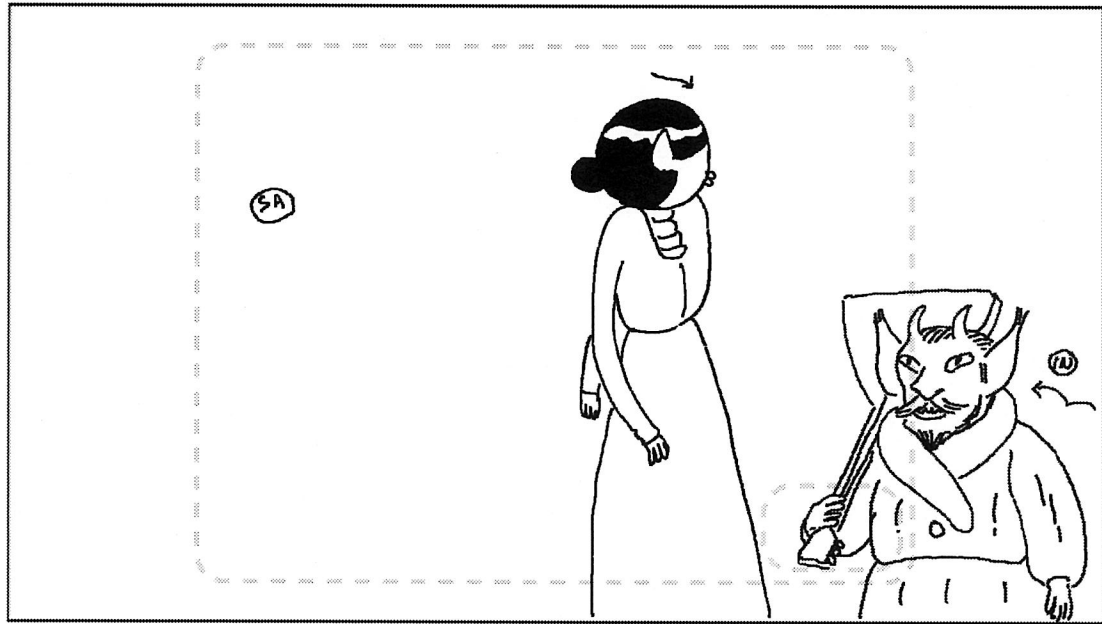


Sc. 16

Pnl. B

Bg.

day night

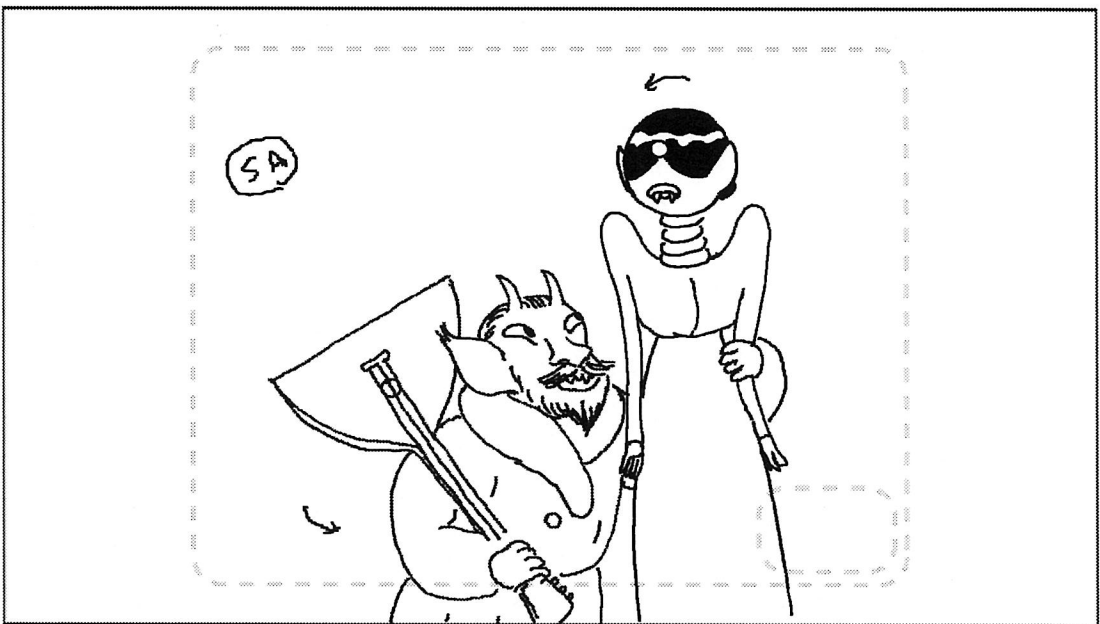


Sc. 16

Pnl. c

Bg.

day night



Dialog:

(H) FELL ASLEEP?

(H) (CONT) WE DIED! THE DEMON MARCELINE
STAKED US ALL! AND LISTEN,

Action:

WHEELS AROUND HER

Timing:

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ADVENTURE TIME



Sc. 16 Pnl. D Bg. day night

Sc. 16 Pnl. E Bg. day night

Dialog:

Action: PLAYFULLY SLAPS HER ON THE EAR

Timing:

(H) (CONT.) I DUN KNOW AN' I DUN CARE.

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ADVENTURE TIME



Sc. 16 Pnl. F Bg. day night

Sc. 16 Pnl. G Bg. day night

Dialog:
H/ WE'RE ALIVE AND I'M GOING TO GET EATING!
Action:
Timing:

1034-214
EPISODE

Production :

ADVENTURE TIME



Sc. 16

Pnl. H

Bg.

day night

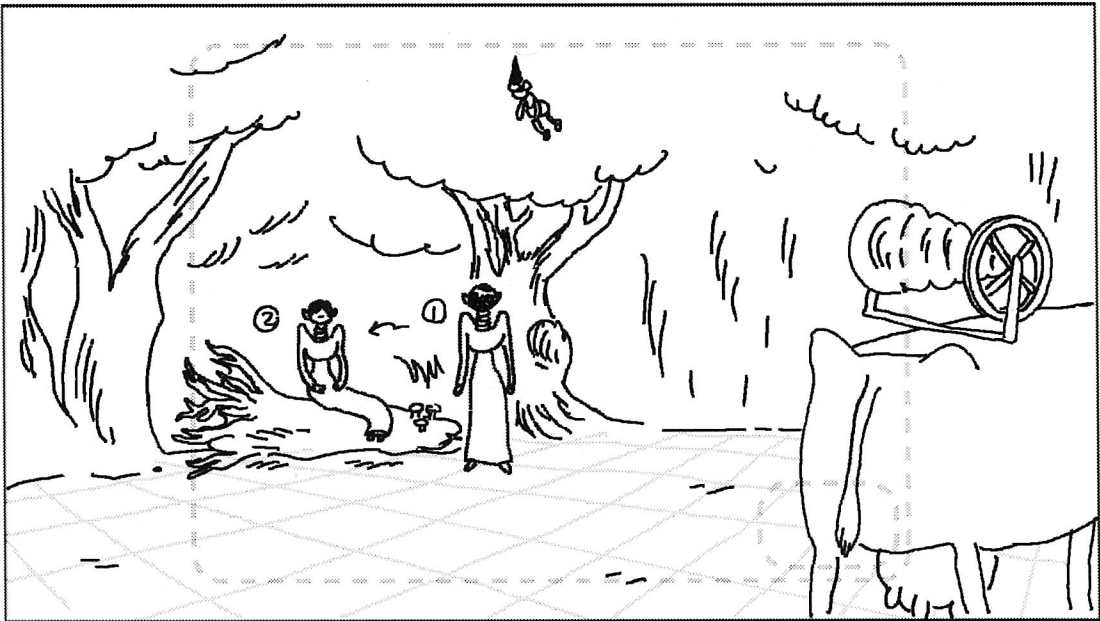


Sc. 17

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

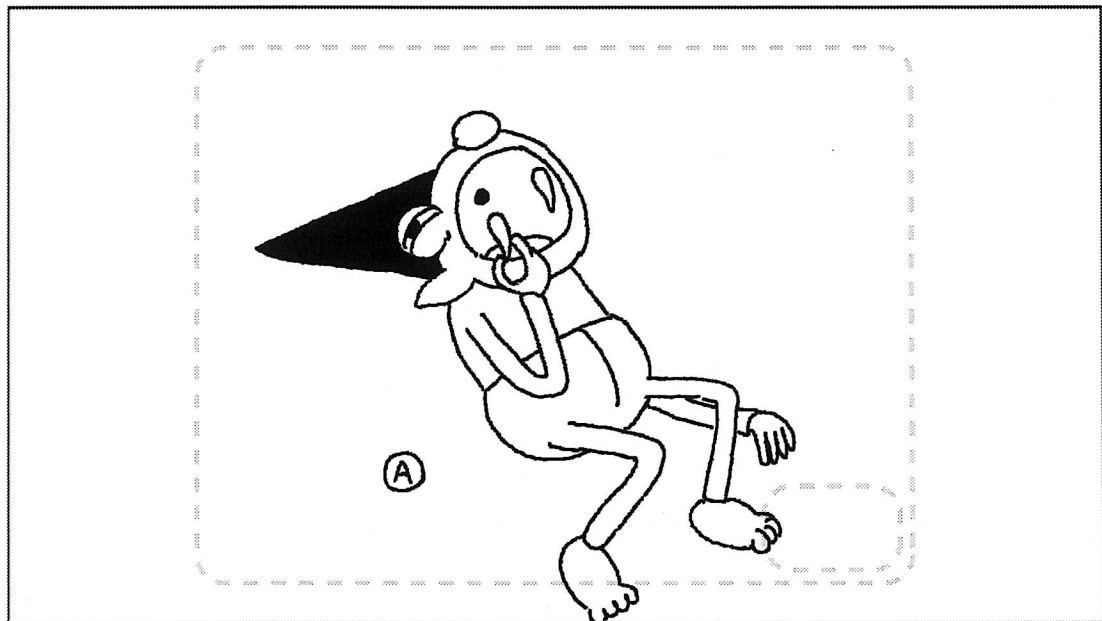


Sc. 18

Pnl. A

Bg.

day night

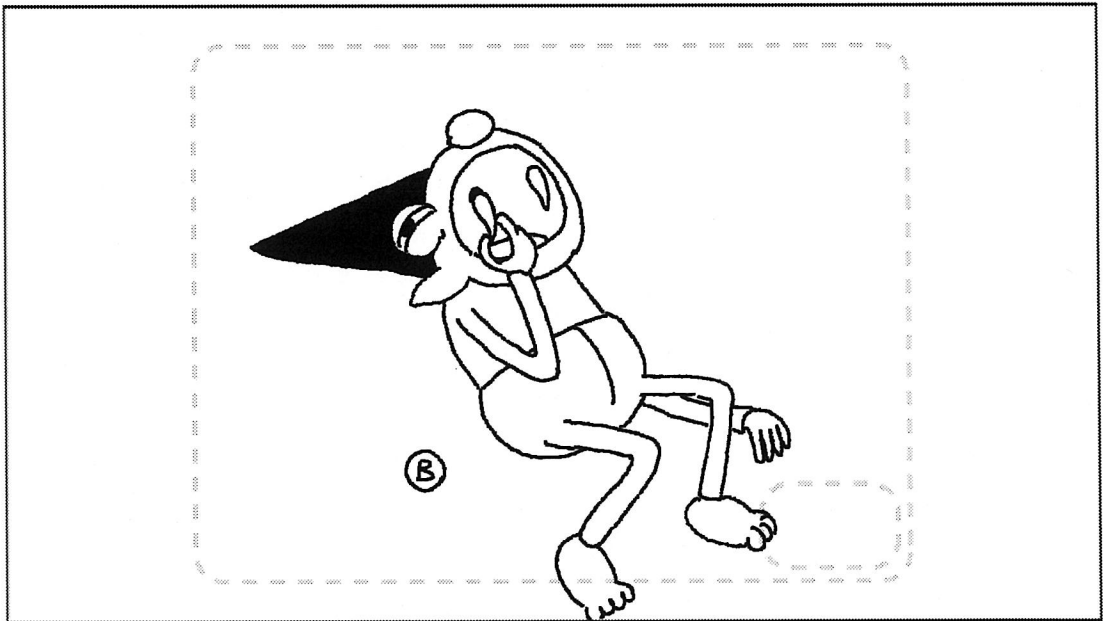


Sc. 18

Pnl. B

Bg.

day night



Dialog:	
Action:	TRIES TO GET THE TOOTH BACK IN. (A)(B)(A)(B)(A)
Timing:	

1034-214

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ADVENTURE TIME

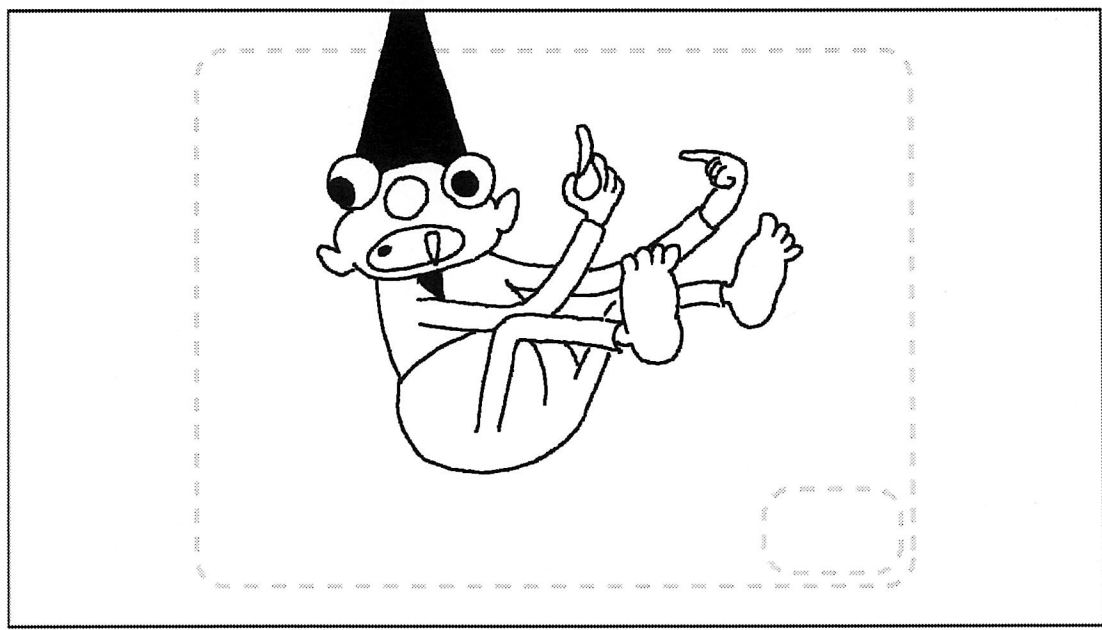


Sc. 18

Pnl. 5

Bg.

day night

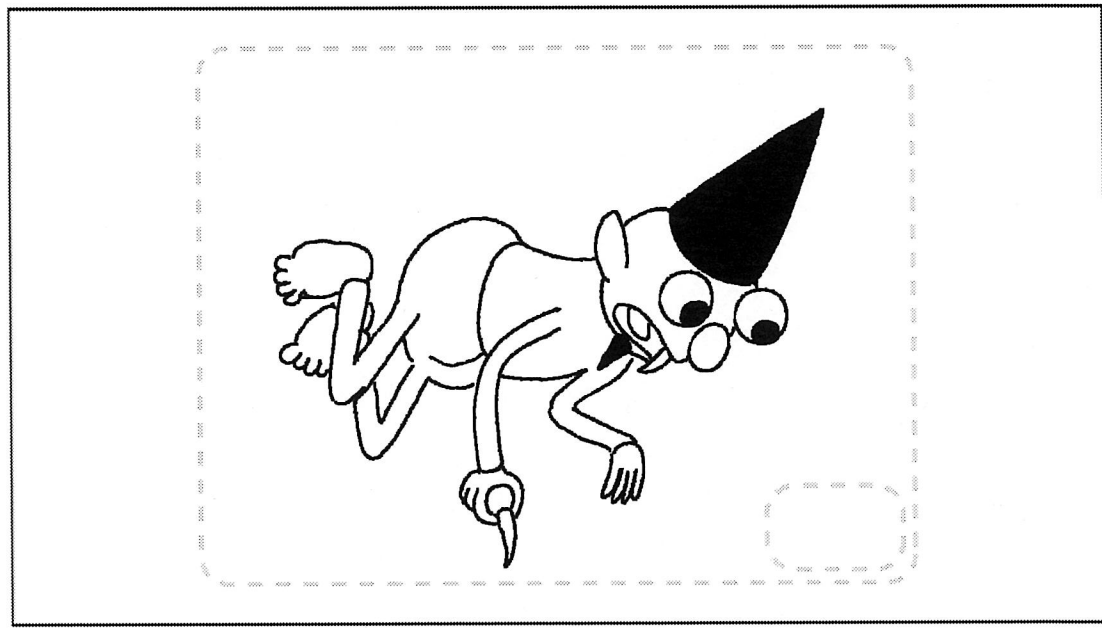


Sc. 18

Pnl. D

Bg.

day night



Dialog:

Ⓢ DOES ANYONE HAVE ANY MILK FOR THIS?

Ⓢ DO YOU... LIKE, CARRY MILK?

Action:

Timing:

1034-214

EPISODE

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ADVENTURE TIME

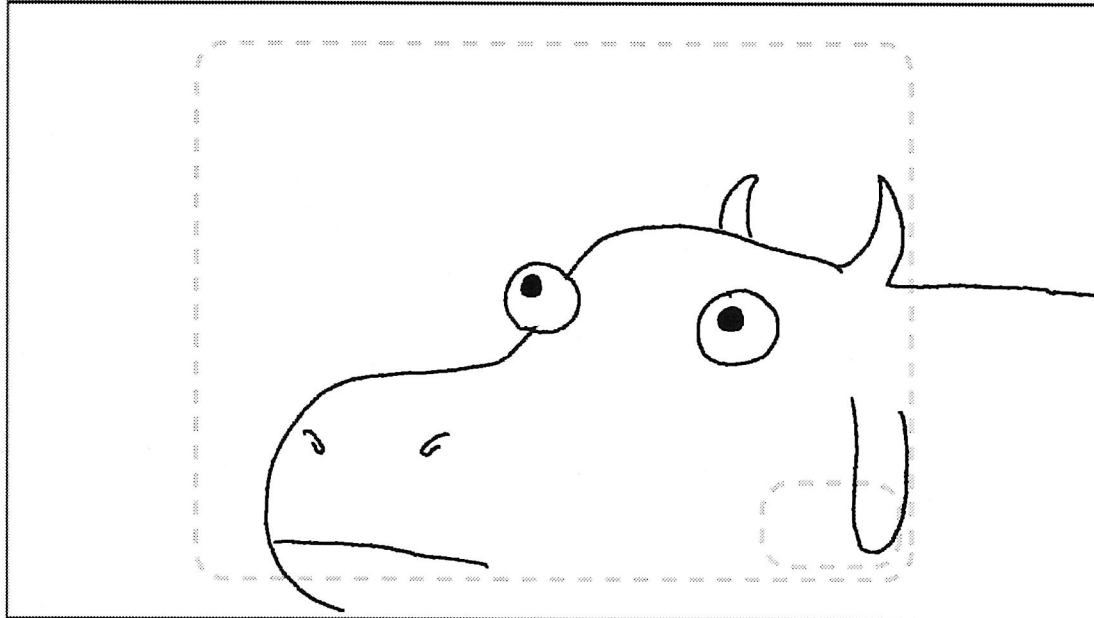


Sc. 19

Pnl. A

Bg.

day night

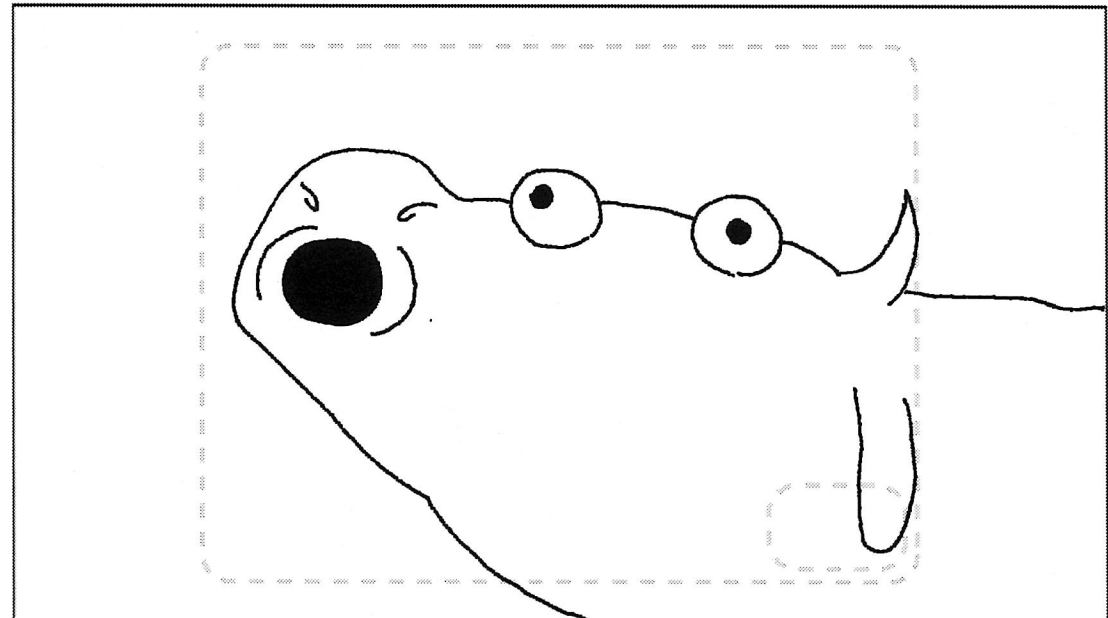


Sc. 19

Pnl. B

Bg.

day night



Dialog:

© moo.....

Action:

Timing:

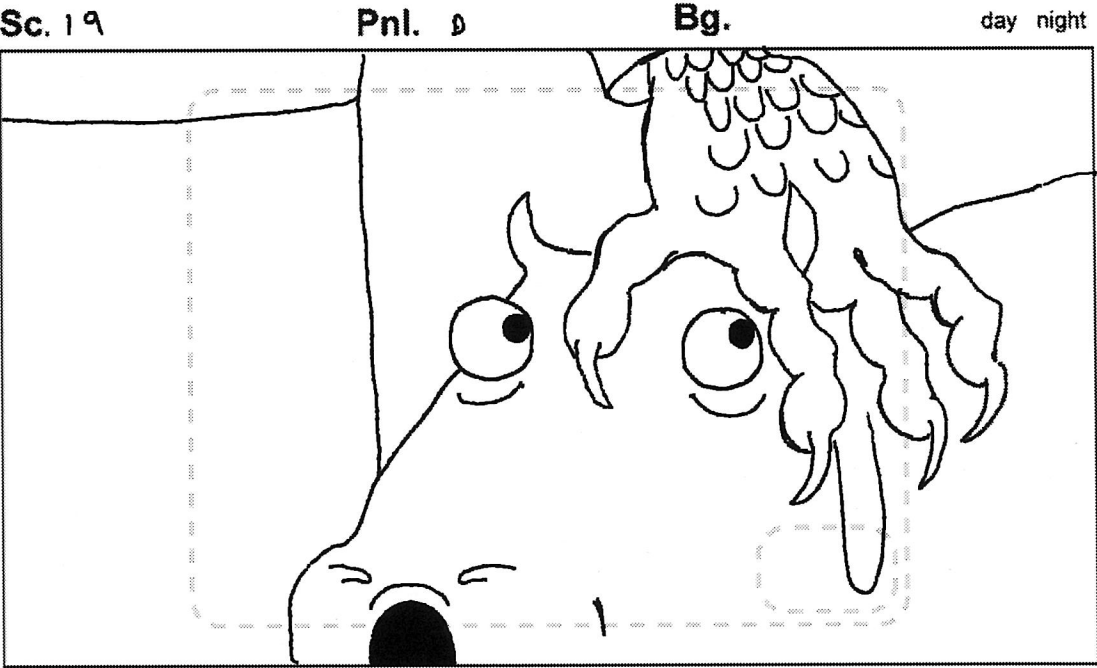
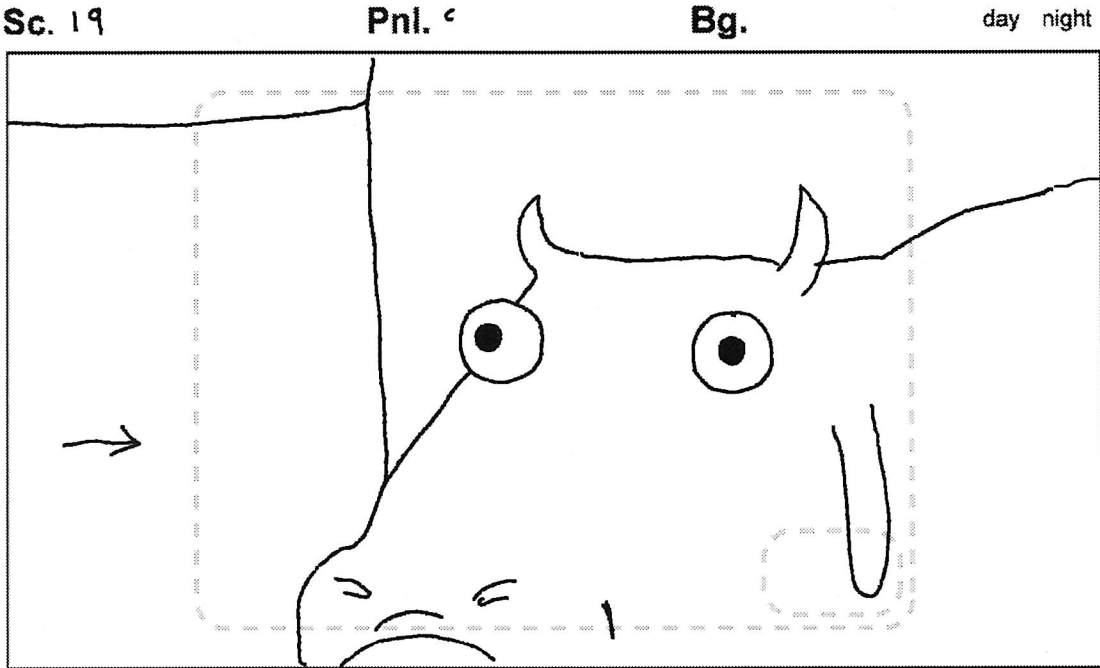
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ADVENTURE TIME



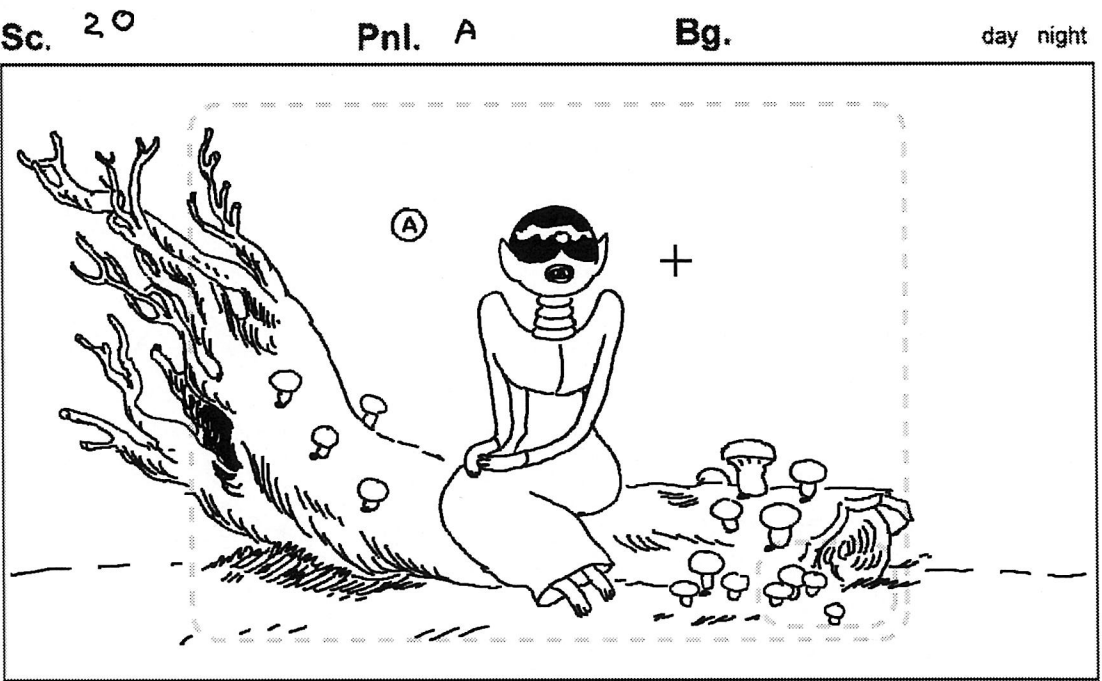
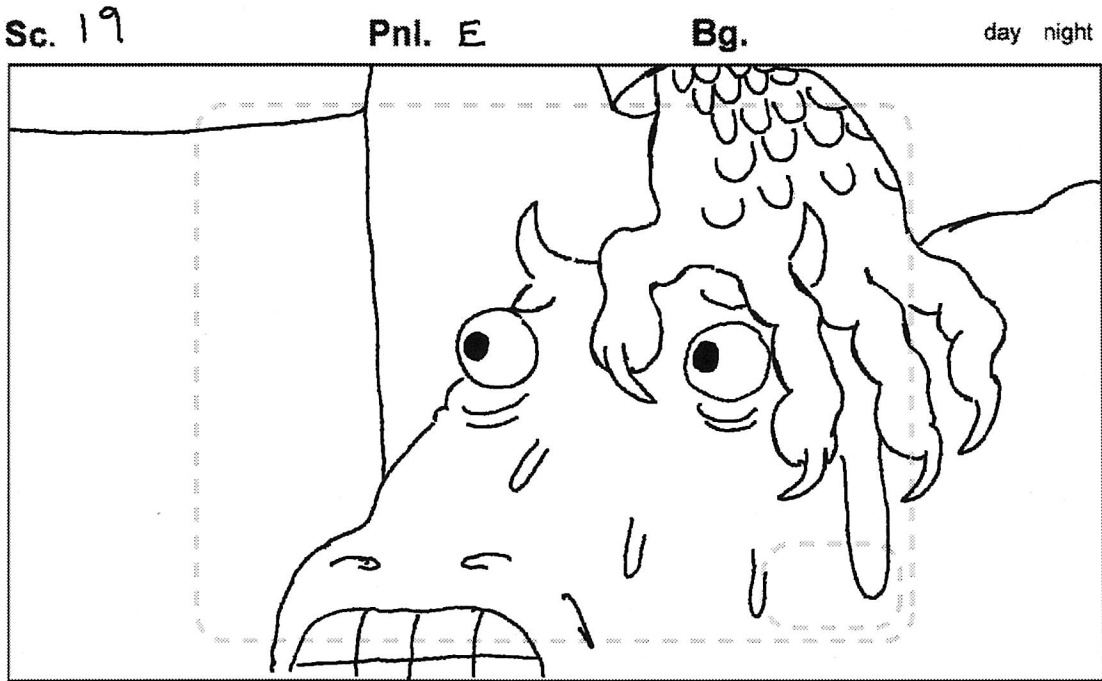
Dialog:	© moo?!
Action:	KING ENTERS
Timing:	

1034-214 # EPISODE

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ADVENTURE TIME



Dialog:	<p>Ⓒ MEEEE!!!!</p> <p>Ⓔ Ⓐ THIS IS WELL AND GOOD FOR Ⓑ YOU, Ⓐ HIEROPHANT.</p>
Action:	<p>Ⓑ</p> <p>KIND OF SPITS THE WORD "YOU".</p>
Timing:	

1034-214 #EPISODE

Production :

ADVENTURE TIME



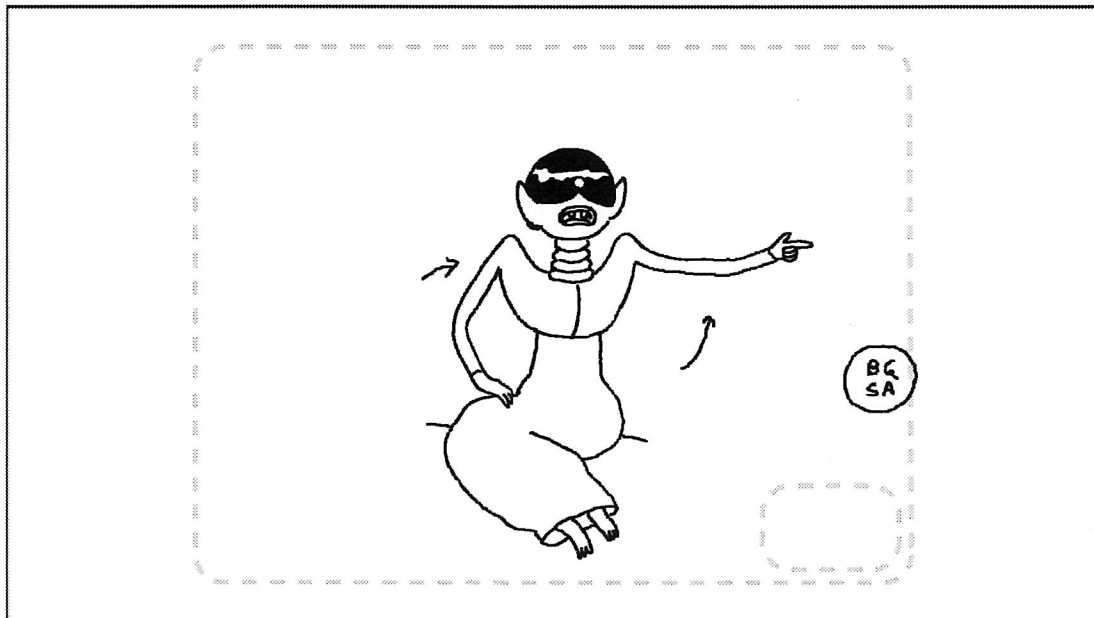
Page 32

Sc. 20

Pnl. B

Bg.

day night



Sc. 21

Pnl. A

Bg.

day night



Dialog:

(E) (CONT) ALL YOU EVER NEEDED WAS A FOREST
AND SOMETHING HOT TO CHEW ON.

Action:

GNAWING ON HIS BALALAIKA.

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



Page 33

Sc. 21

Pnl. B

Bg.

day night

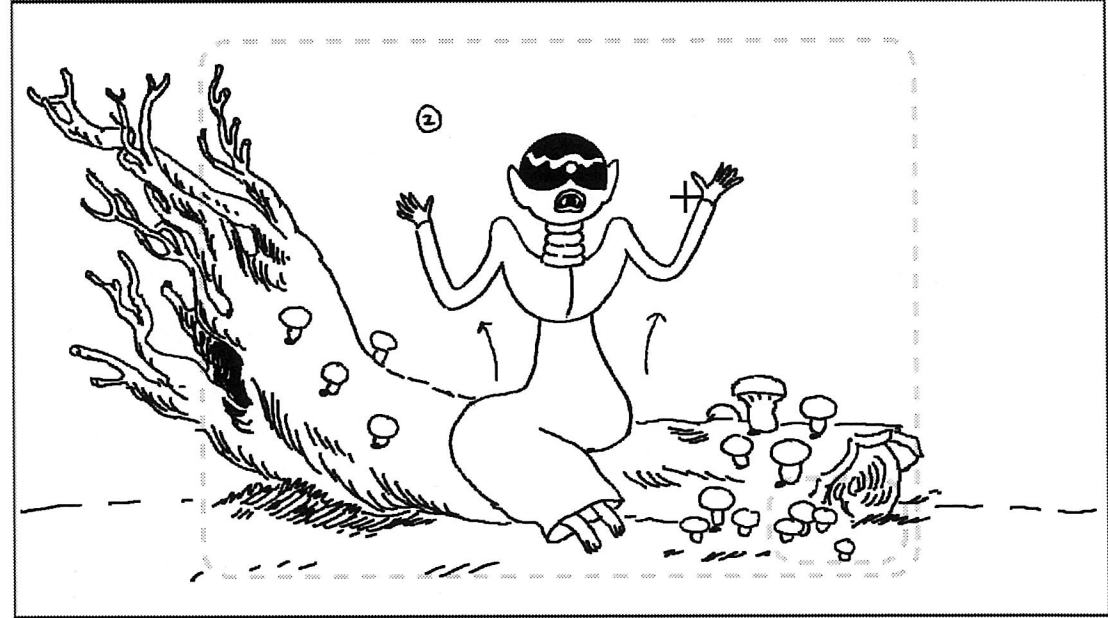


Sc. 22

Pnl. A

Bg.

day night



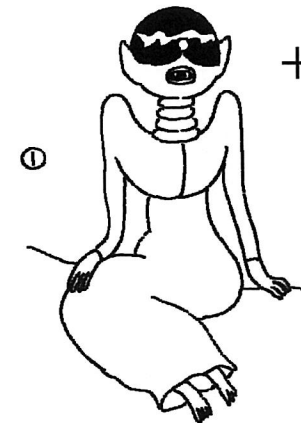
Dialog:

(H) (KIND OF A GRINNING NOISE
AND A GROWL TOGETHER)

(E) ①② WHERE ARE THE COMFORTS OF THE
OLD HIVE?!

Action:

Timing:



1034-214

EPISODE

Production :

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ADVENTURE TIME

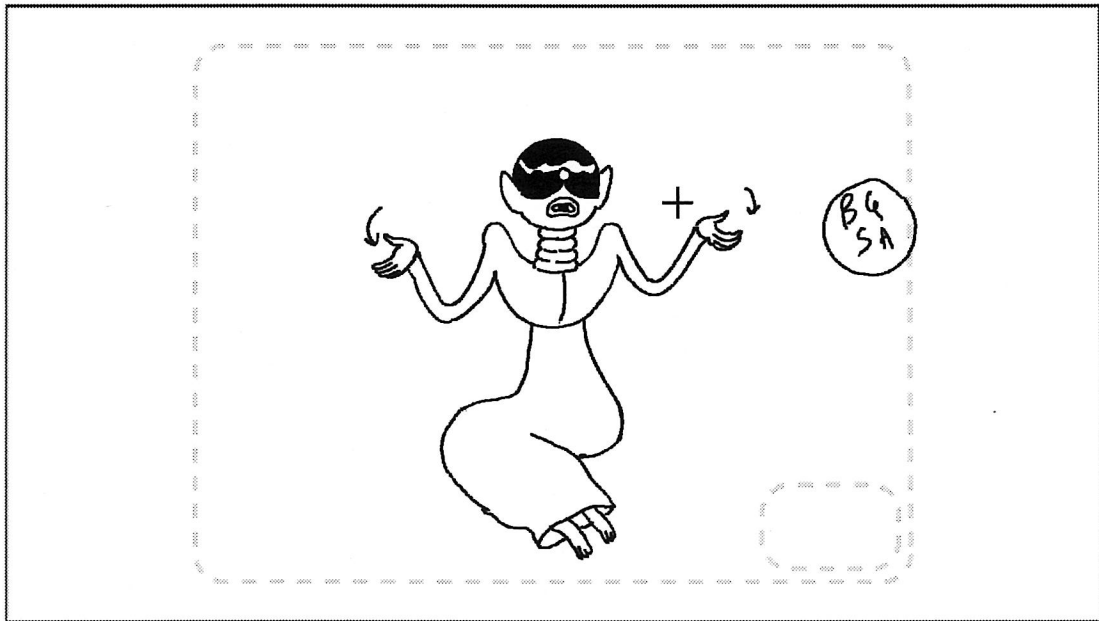


Sc. 2 2

Pnl. B

Bg.

day night

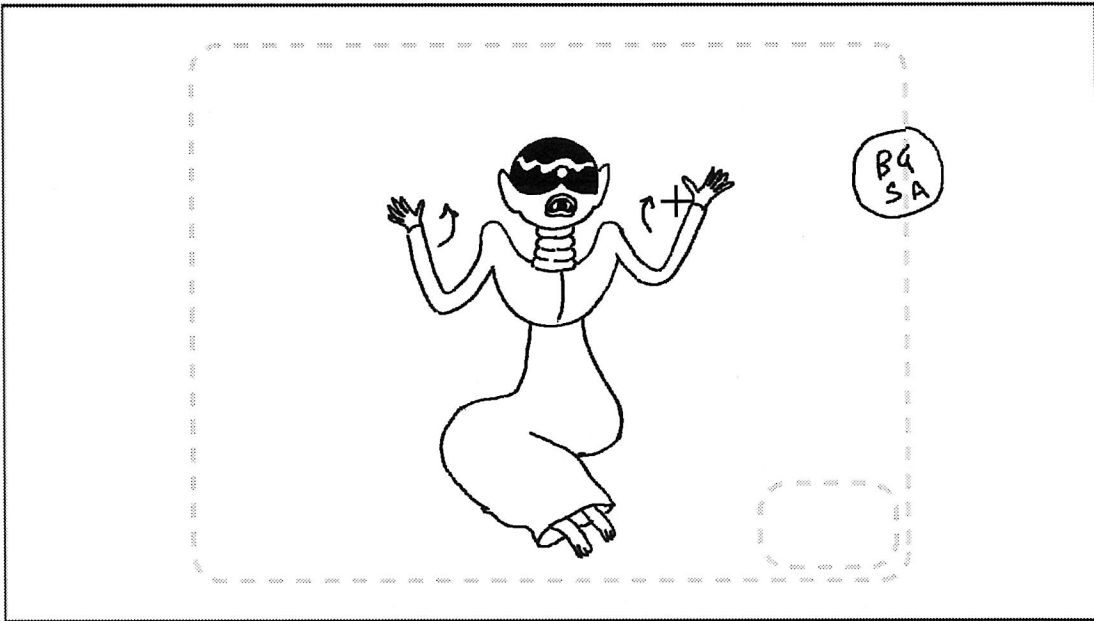


Sc. 2 2

Pnl. c

Bg.

day night



Dialog:
(E) THE MINIONS!
Action:
Timing:

1034-214 # EPISODE

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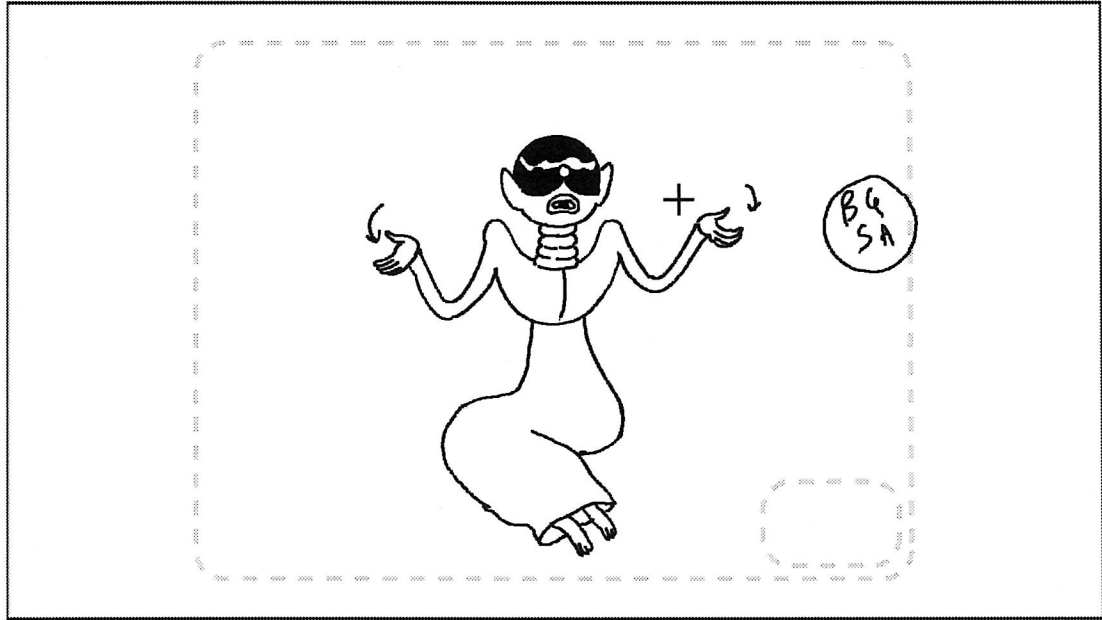


Sc. 22

Pnl. 0

Bg.

day night

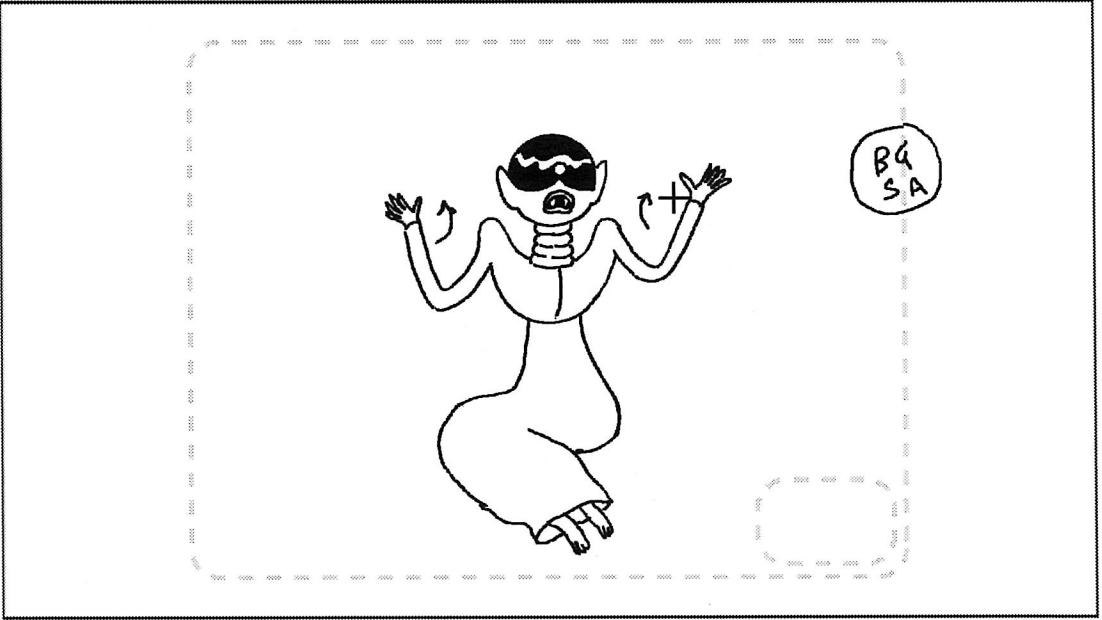


Sc. 22

Pnl. E

Bg.

day night



Dialog:

(E) THE BLOOD!

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME

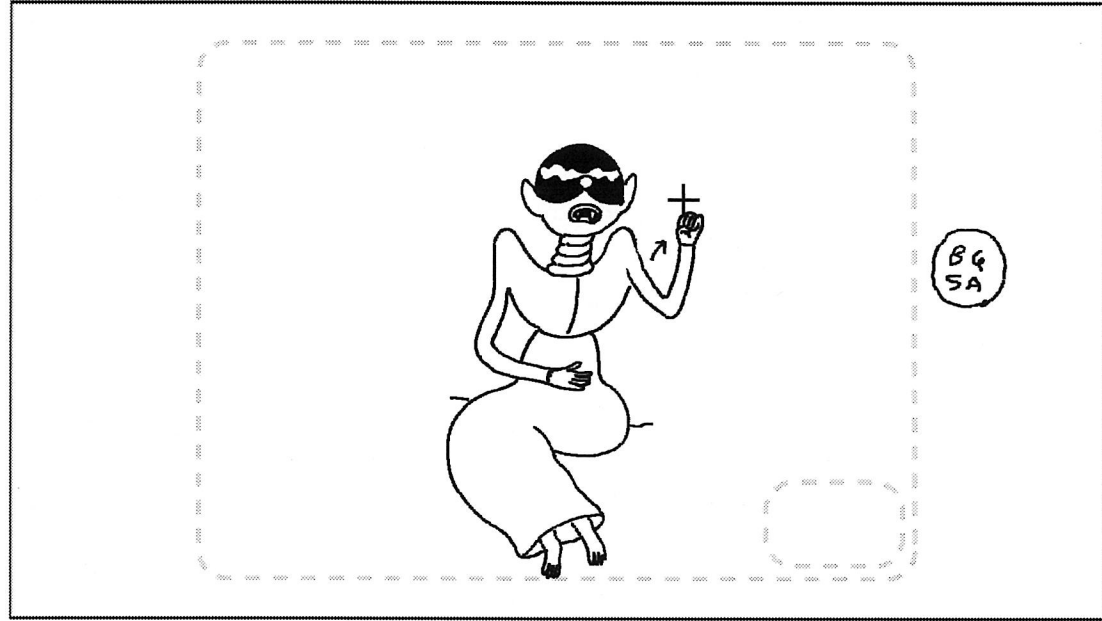


Sc. 22

Pnl. P

Bg.

day night

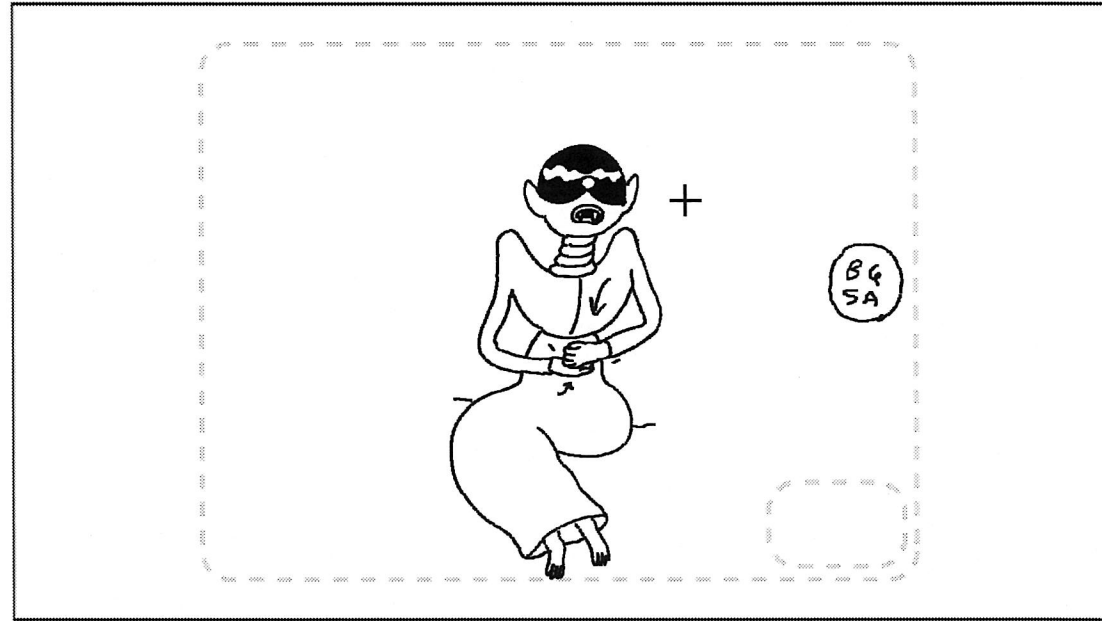


Sc. 22

Pnl. G

Bg.

day night



Dialog:

ⓔ THE -

ⓔ (CONT) - GOOD BLOOD! WITH THE
GOLD LEAF FLAKED INTO IT.

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME

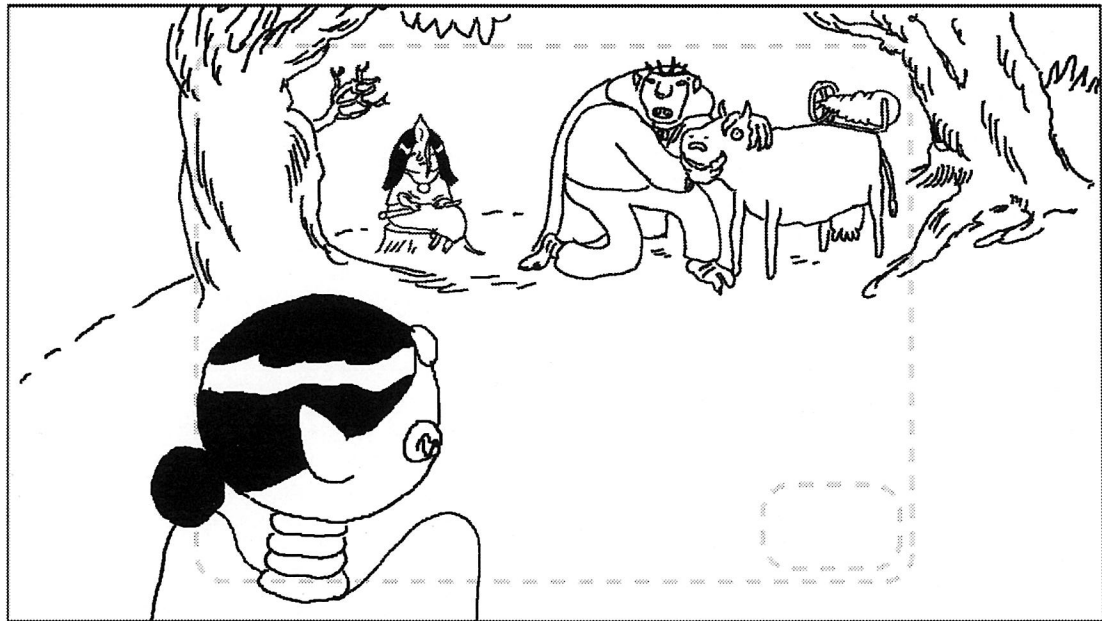


Sc. 23

Pnl. A

Bg.

day night

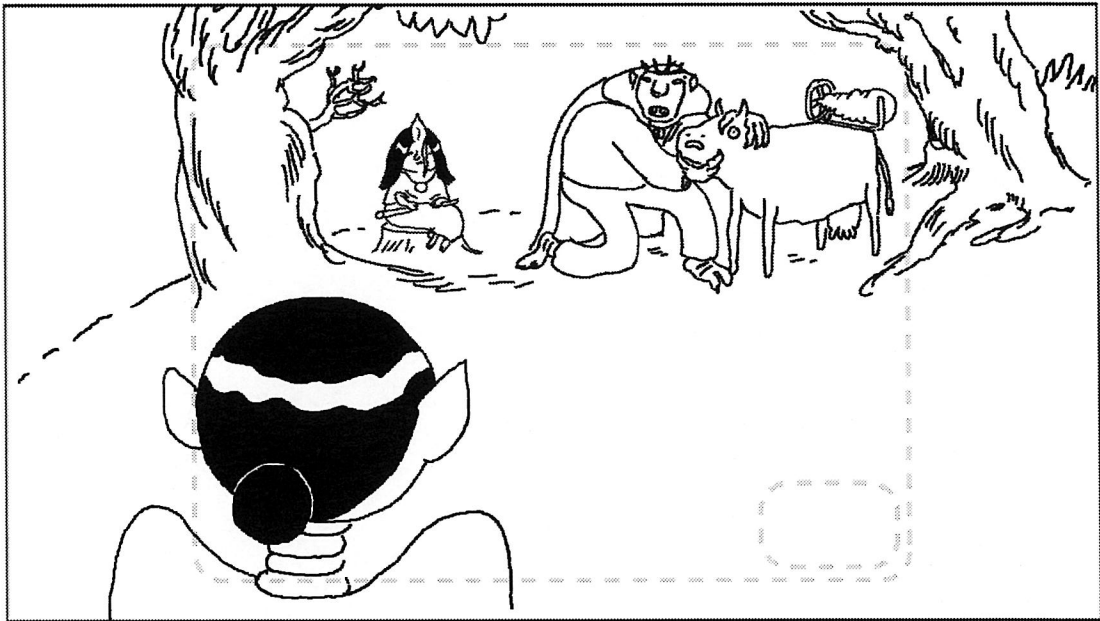


Sc. 23

Pnl. B

Bg.

day night



Dialog:

Ⓚ THE GOLD LEAF WAS STUPID.

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME

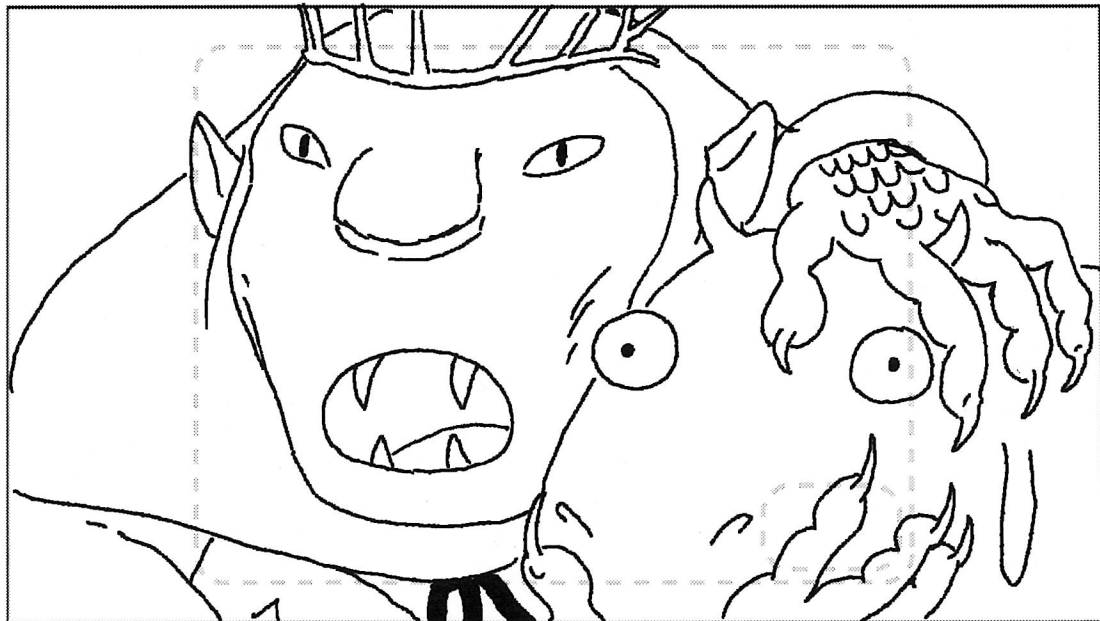


Sc. 24

Pnl. A

Bg.

day night

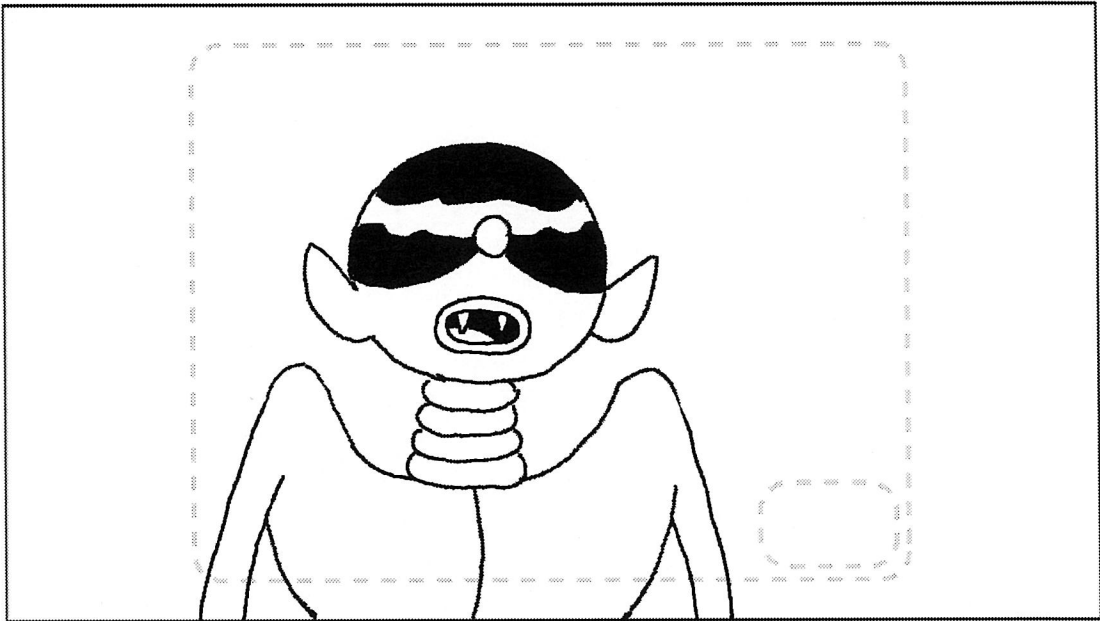


Sc. 25

Pnl. A

Bg.

day night



Dialog:

Ⓚ

IT DIDN'T TASTE LIKE ANYTHING.
IT WAS JUST EXPENSIVE.

Ⓚ

WE -

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME



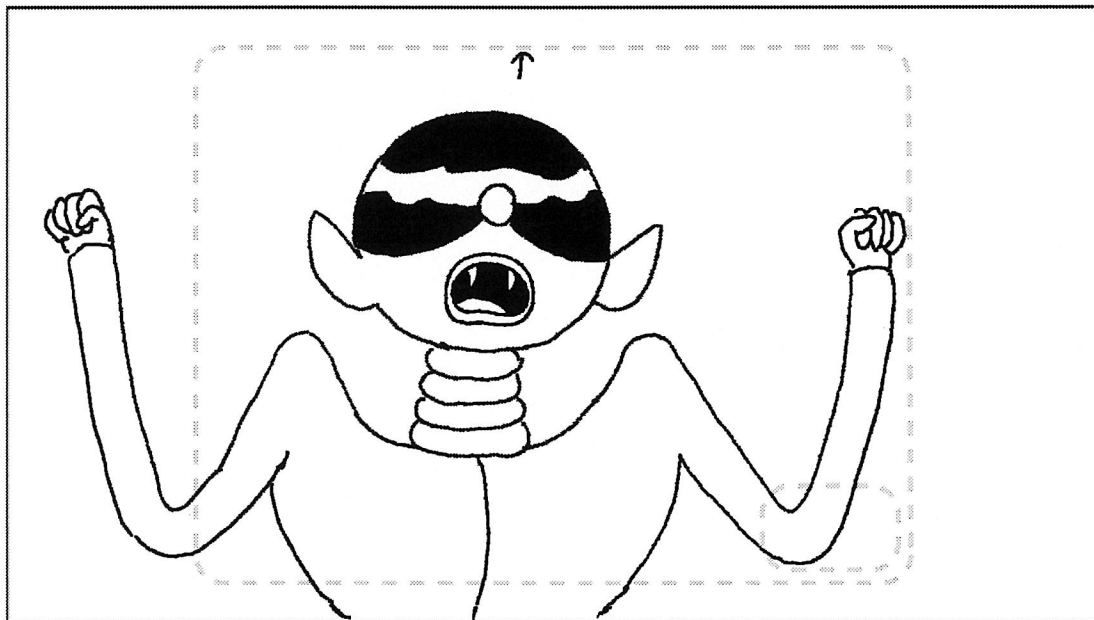
Page 39

Sc. 25

Pnl. B

Bg.

day night

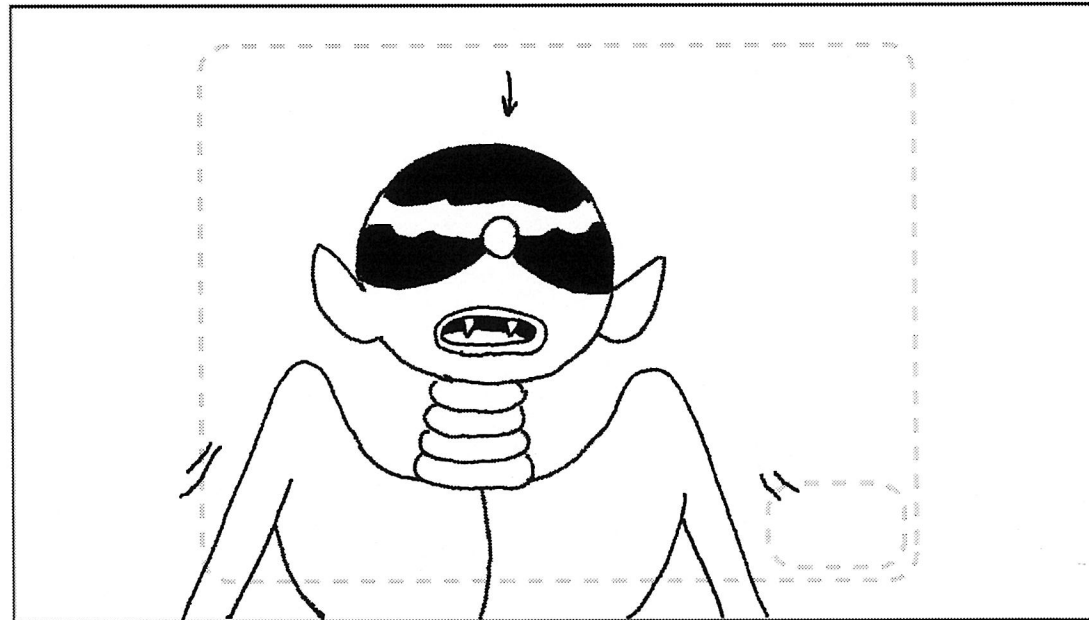


Sc. 25

Pnl. C

Bg.

day night



Dialog:

E/ (CONT) HAD -

E/ (CONT) STANDARDS!!

Action:

SHE SHUDDERS IN RAGE.

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME

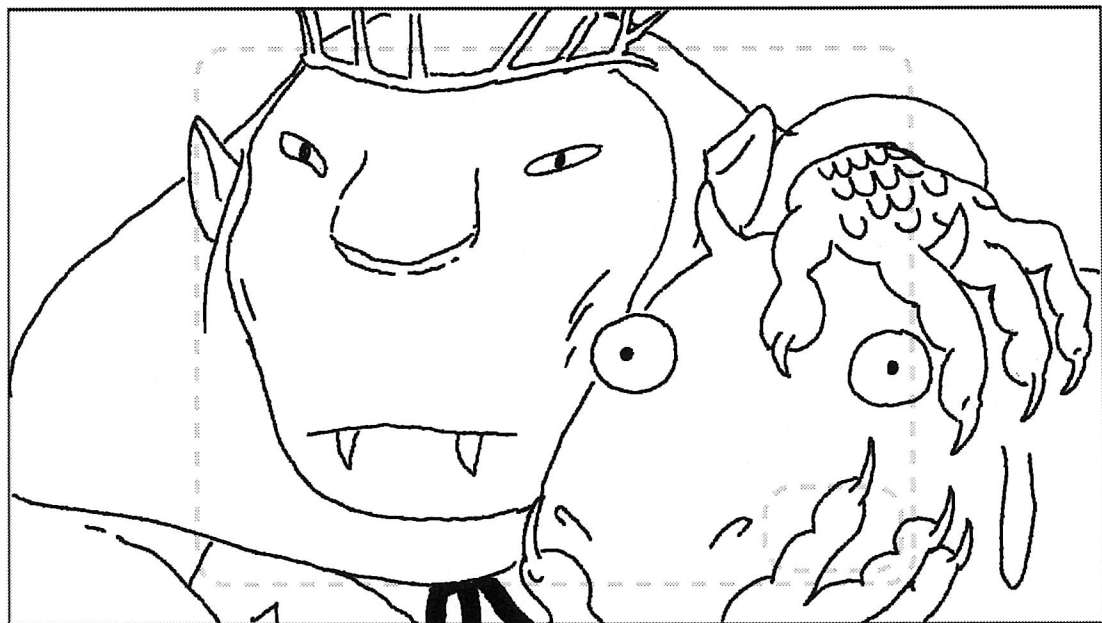


Sc. 26

Pnl. A

Bg.

day night



Sc. 26

Pnl. B

Bg.

day night



Dialog:

(os)
E IT DOESN'T MATTER WHEN WE ARE OR WHERE WE ARE BECAUSE WE ARE.

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME



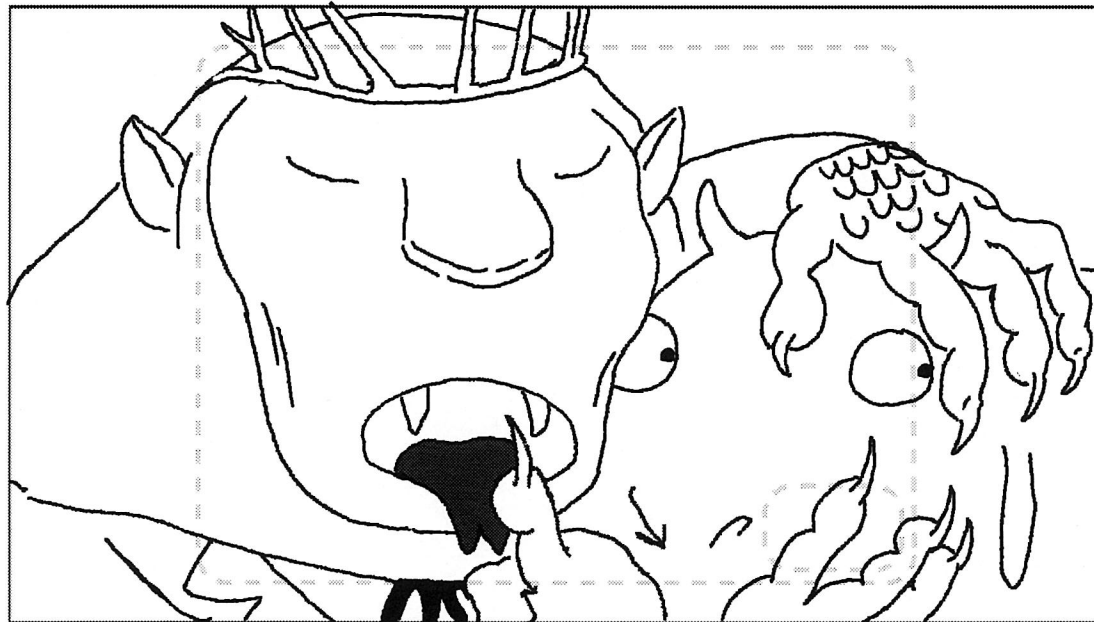
Page 41

Sc. 26

Pnl. C

Bg.

day night

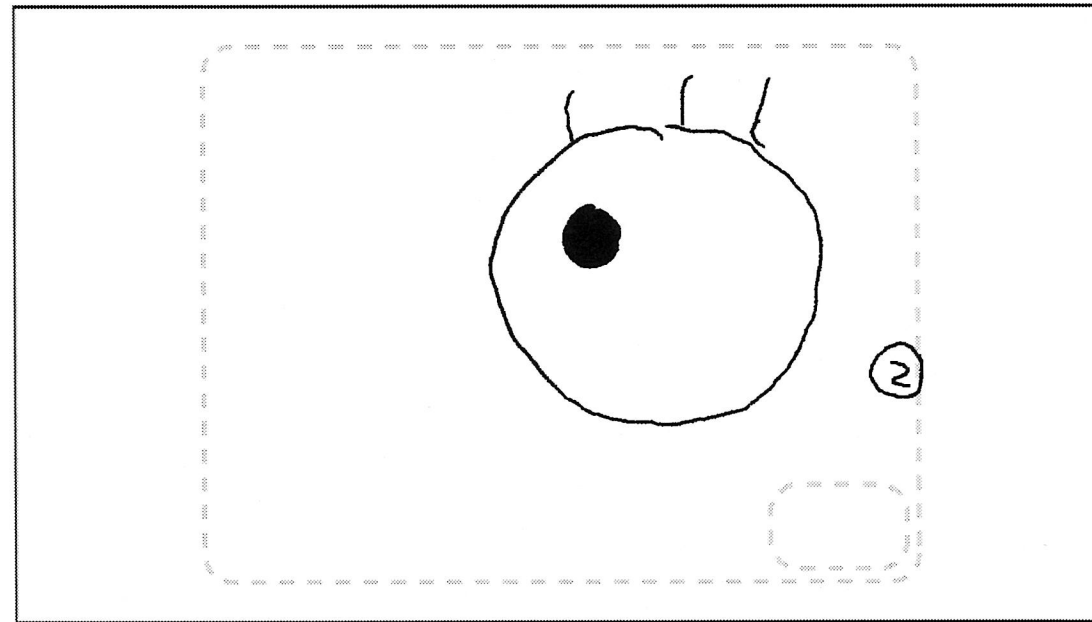


Sc. 27

Pnl. A

Bg.

day night



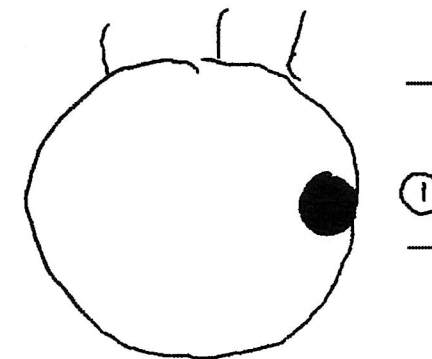
Dialog:

(E) (OS) WE MUST START REBUILDING OUR REALM.

Action:

DRAQS HIS THUMB DOWN HIS
BLACK TONGUE

Timing:



1034-214

EPISODE #

Production :

ADVENTURE TIME



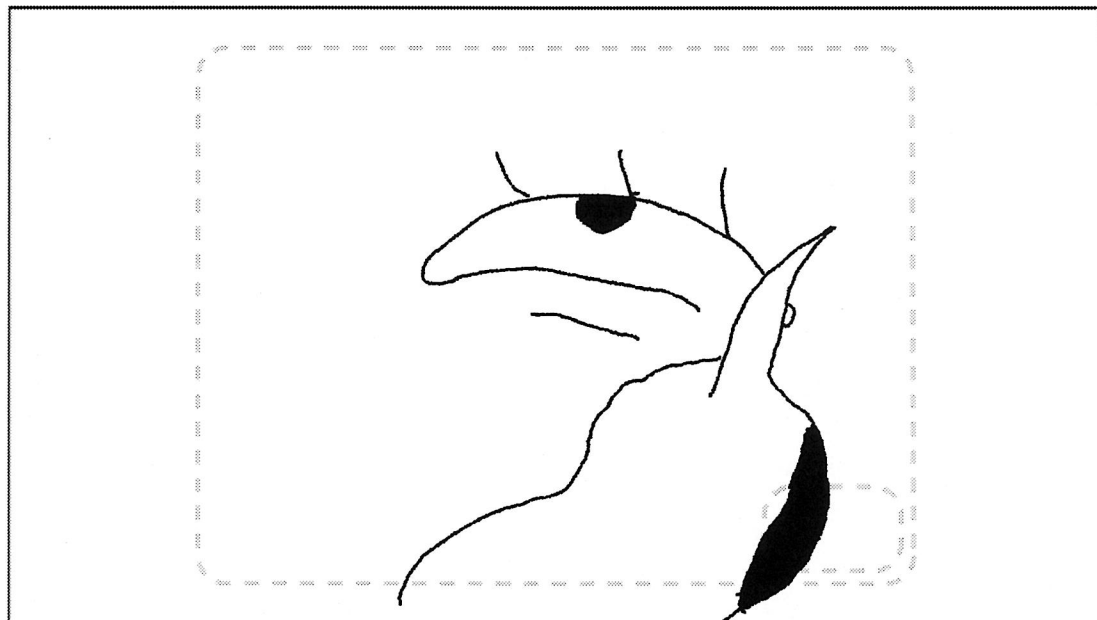
Page 42

Sc. 27

Pnl. B

Bg.

day night

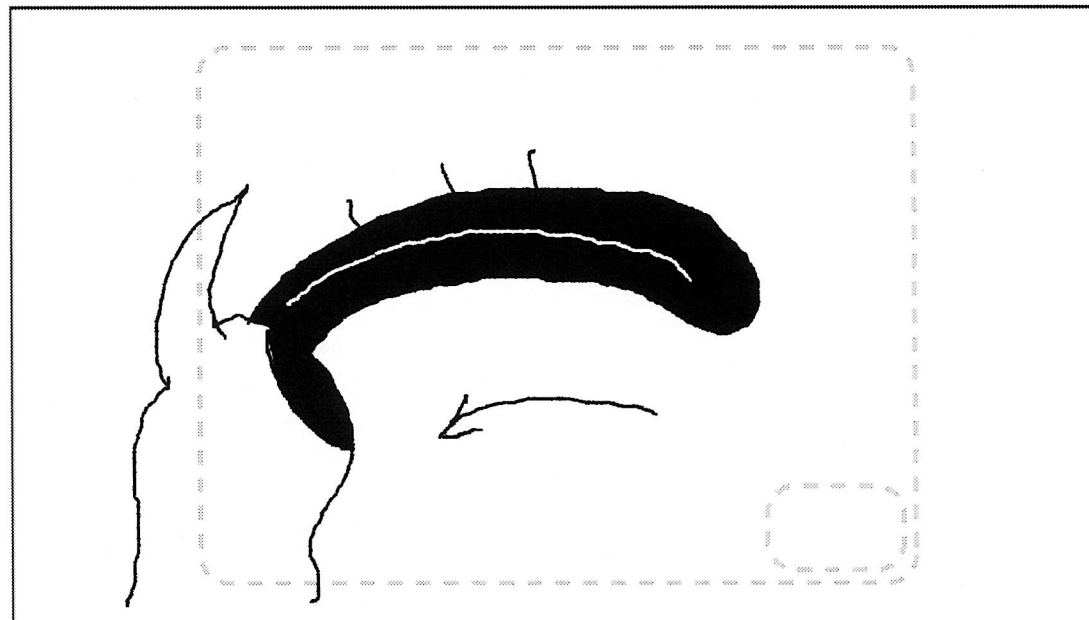


Sc. 27

Pnl. C

Bg.

day night



Dialog:

© (as) THERE'S LIFE HERE AND I

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME

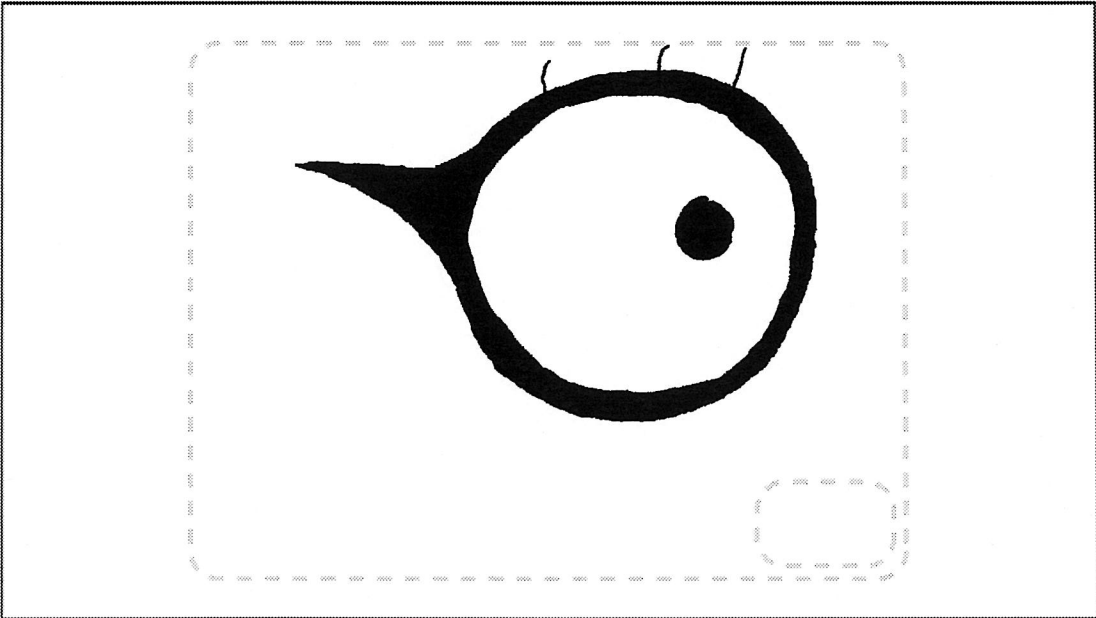


Sc. 27

Pnl. D

Bg.

day night

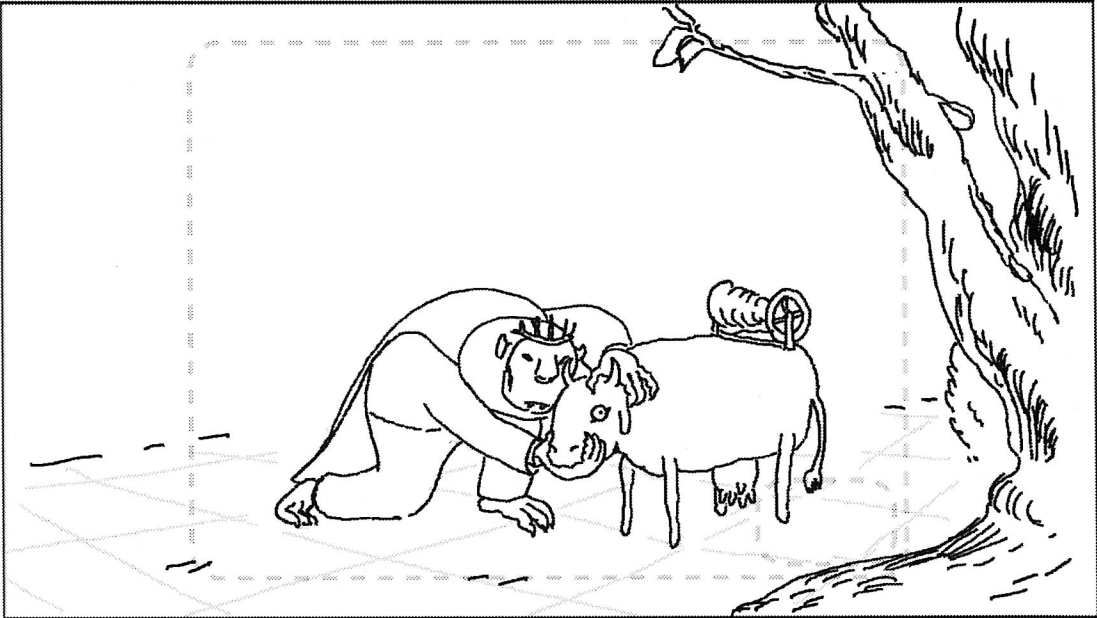


Sc. 28

Pnl. A

Bg.

day night



Dialog:

(OS) — BET IT'S PATHETIC.

Action:

(E)(OS) WE MARCH IN,
WE TAKE CONTROL,
AND WE REBUILD
THE HIVE.
(CONT. THRU SC.)

Timing:

1034-214 # EPISODE

Production :

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ADVENTURE TIME

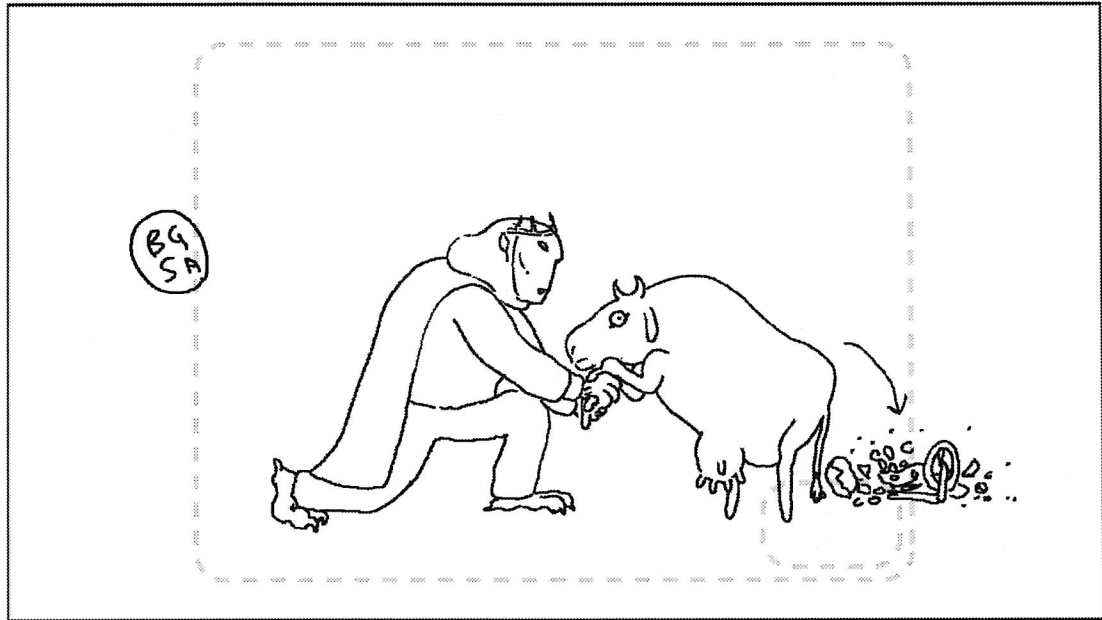


Sc. 28

Pnl. B

Bg.

day night

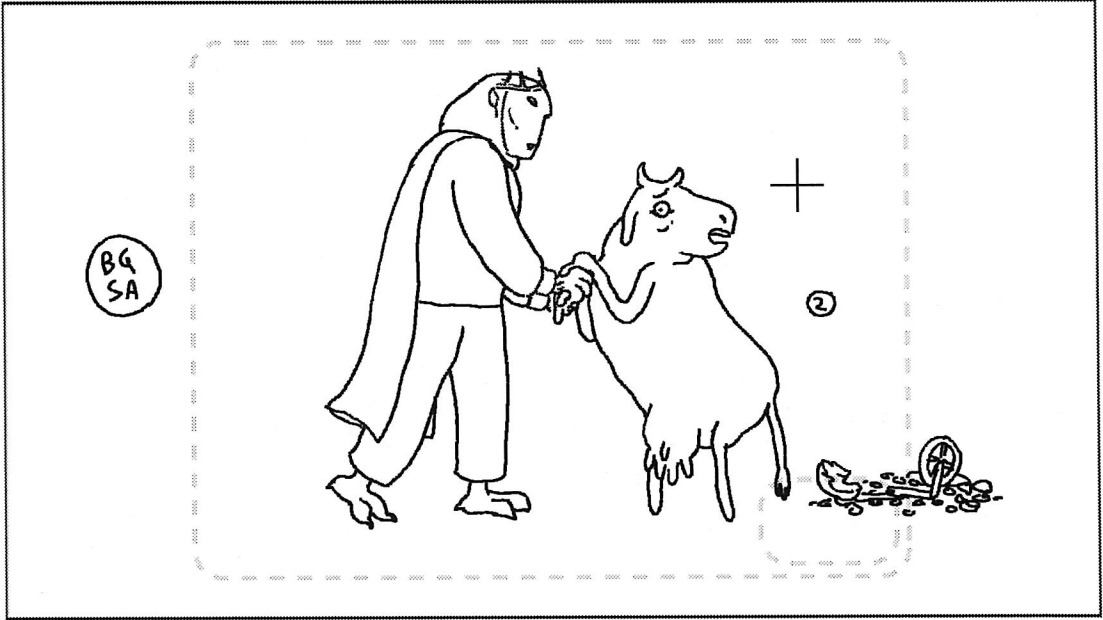


Sc. 28

Pnl. C

Bg.

day night



Dialog:

(K) (KING HUMS/SINGS TO HIMSELF
THRU SC.)

Action:

Timing:



1034-214

EPISODE #

Production :

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ADVENTURE TIME



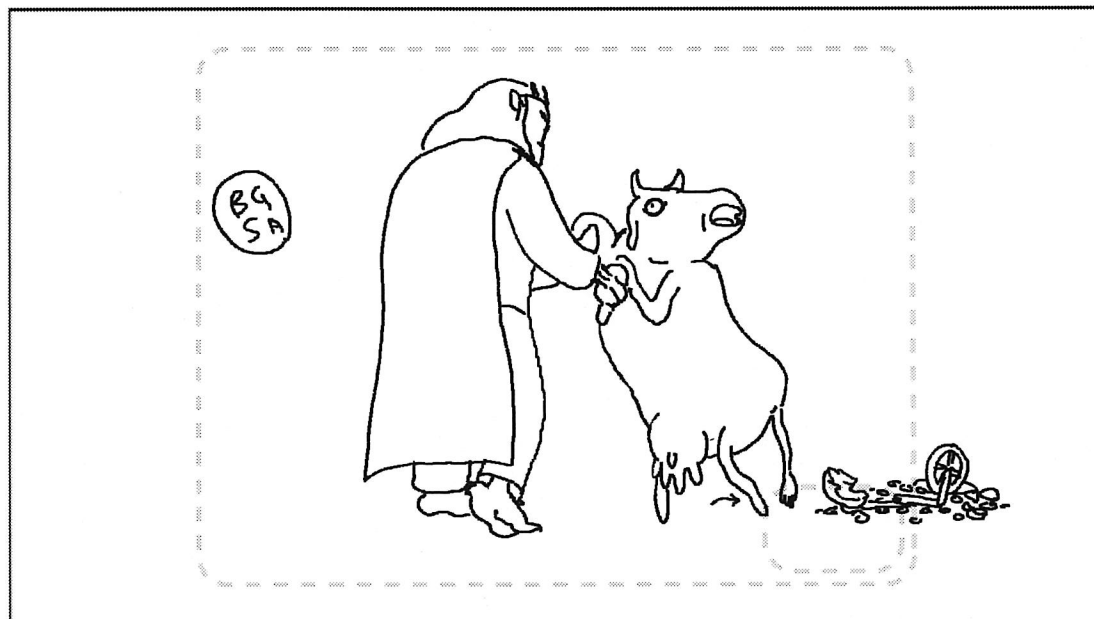
Page 45

Sc. 28

Pnl. P

Bg.

day night

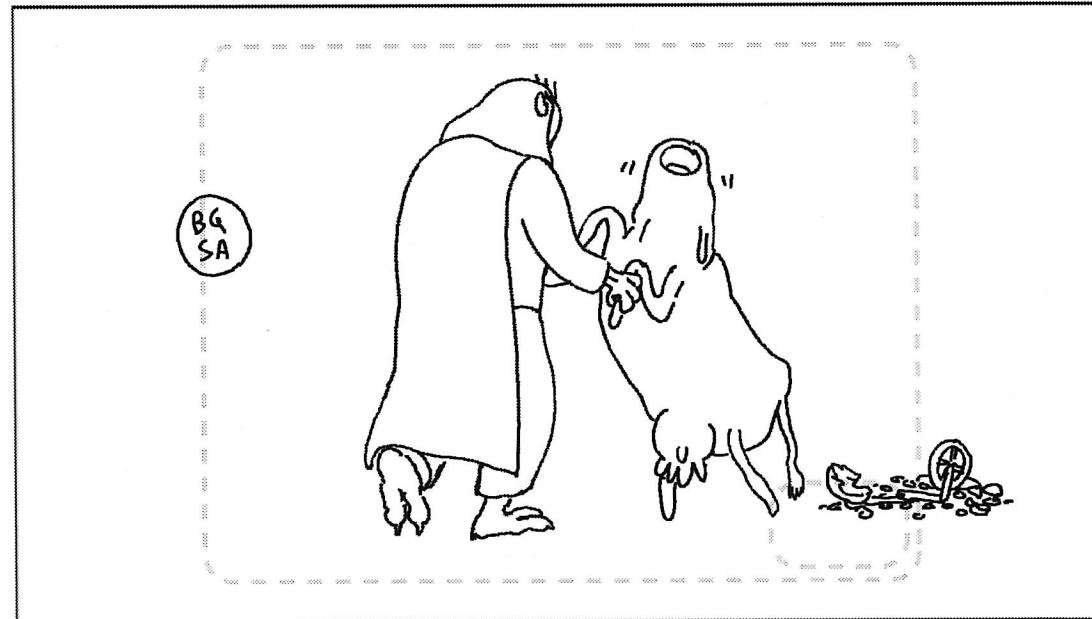


Sc. 28

Pnl. E

Bg.

day night



Dialog:

Action:

NOT AN ELEGANT DANCE,
KIND OF A GENTLE SHUFFLE.

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME

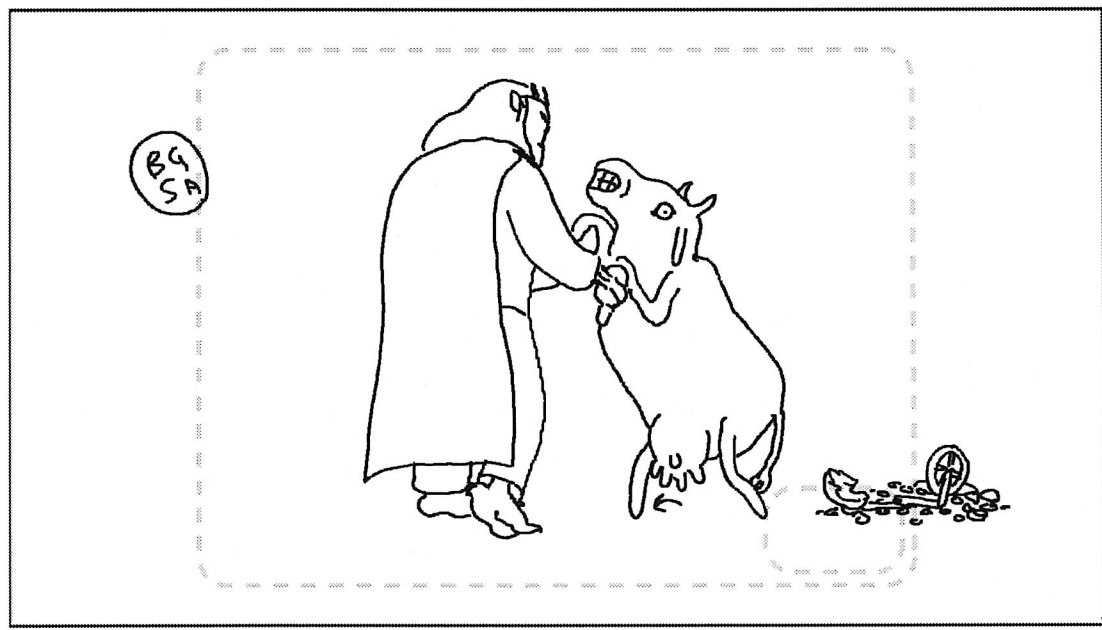


Sc. 28

Pnl. F

Bg.

day night

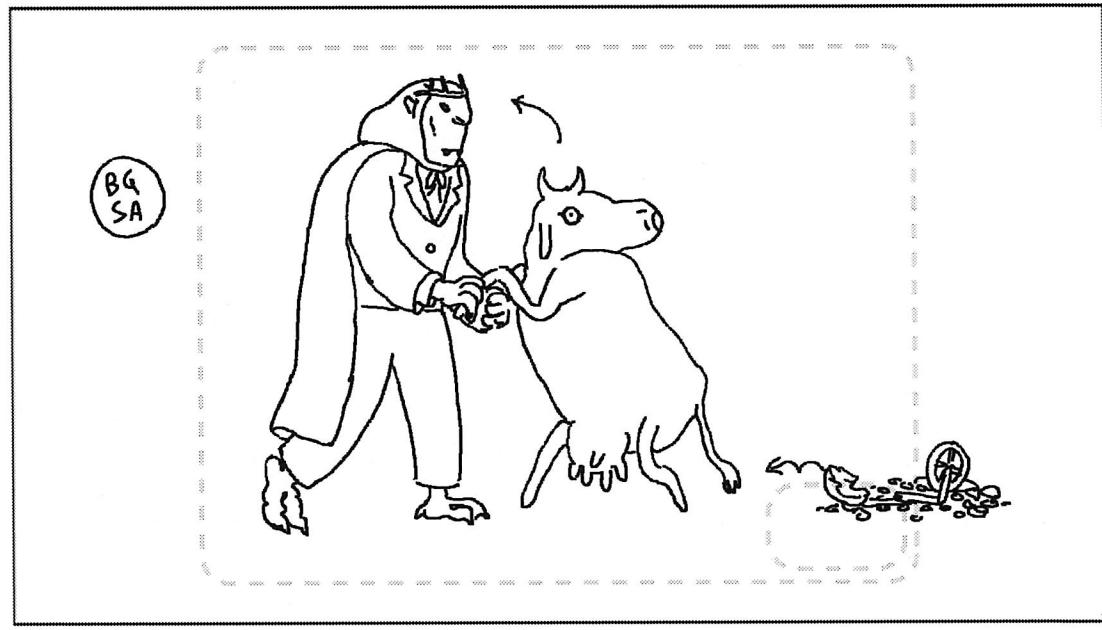


Sc. 28

Pnl. G

Bg.

day night



Dialog:

Action:

cow SHUFFLES .

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME



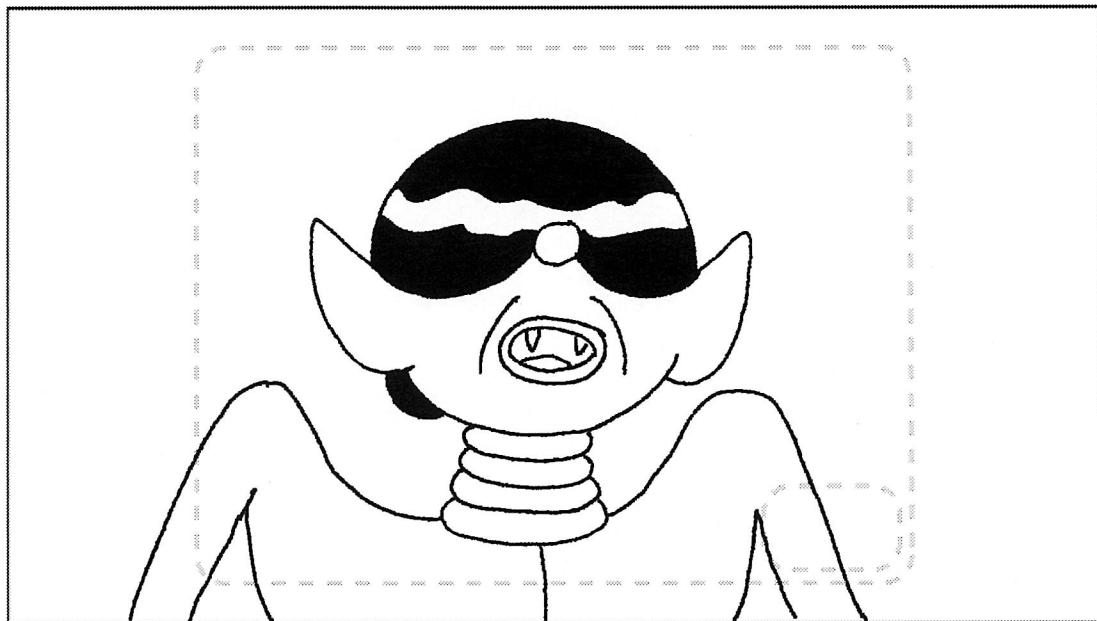
Page 47

Sc. 29

Pnl. A

Bg.

day night

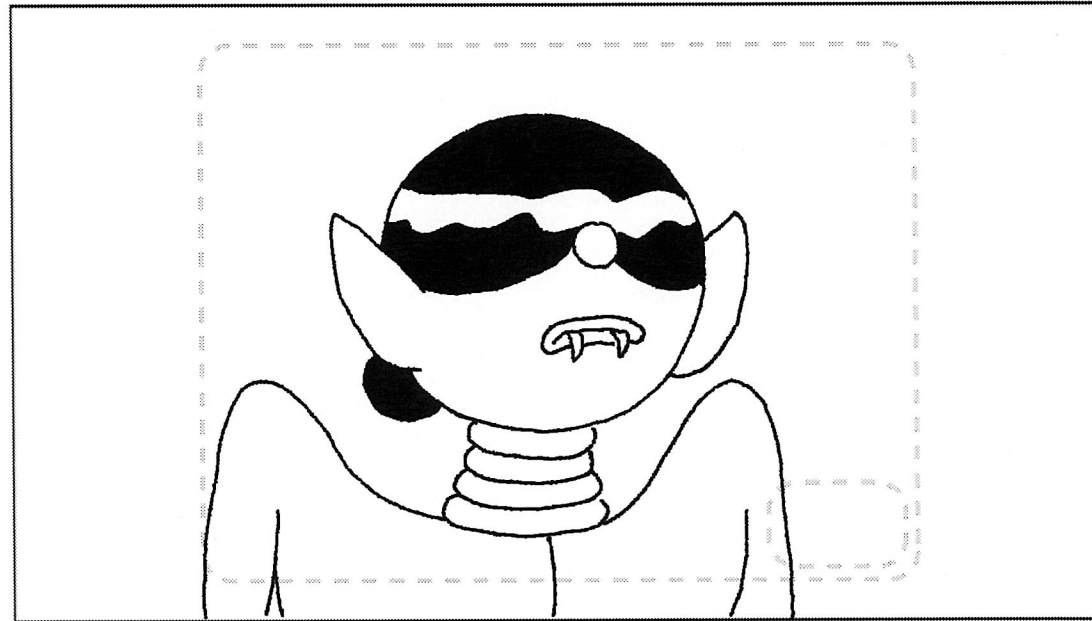


Sc. 29

Pnl. B

Bg.

day night



Dialog:

Ⓔ my KING , ARE YOU LISTENING ?'

Ⓕ (os) I DUNNO .

Action:

Timing:

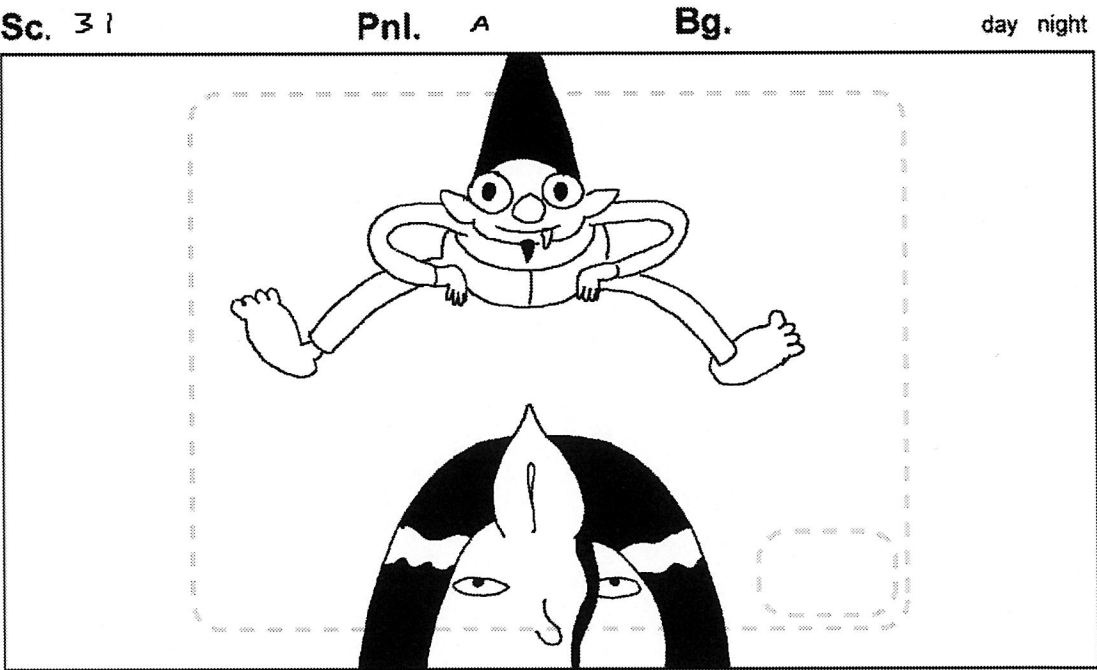
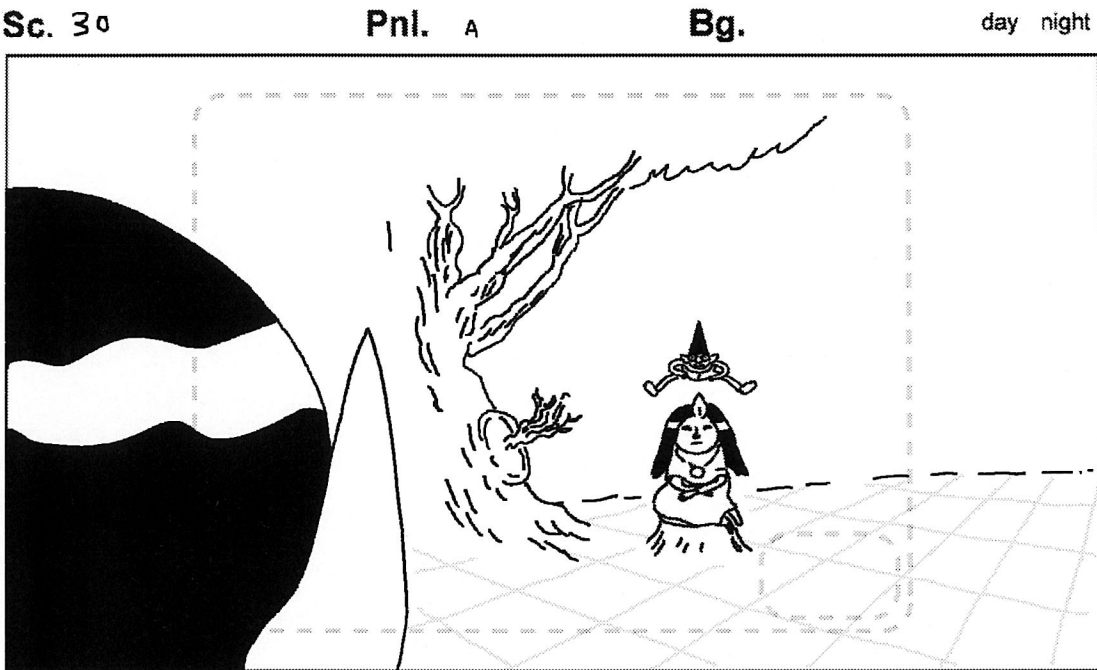
1034-214

EPISODE

Production :

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ADVENTURE TIME



Dialog:
Ⓢ / LIKE,
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

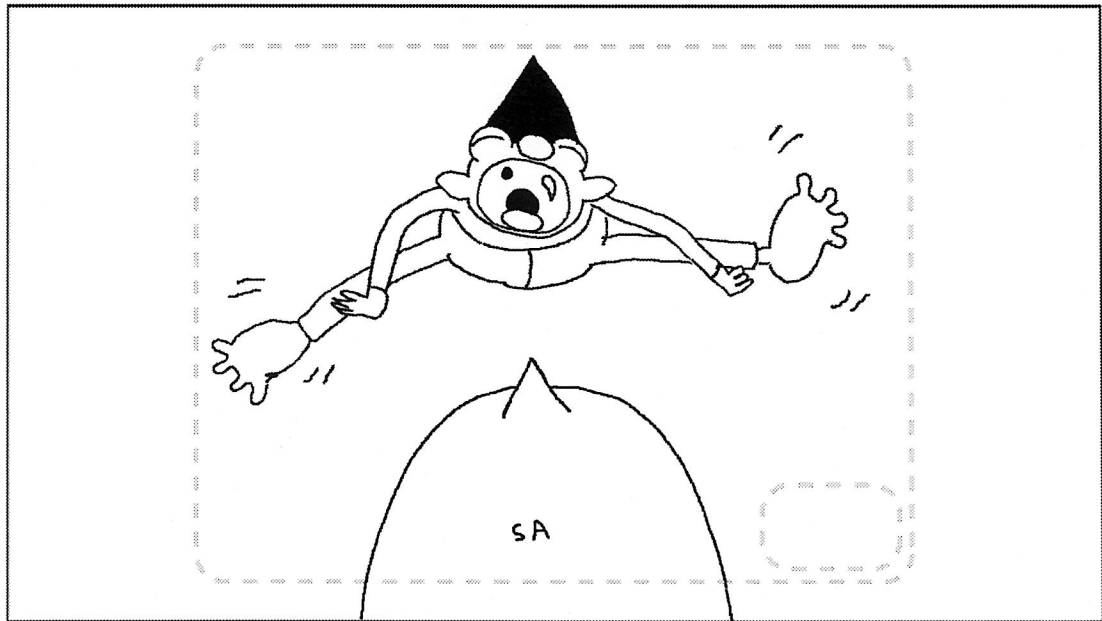


Sc. 31

Pnl. 8

Bg.

day night

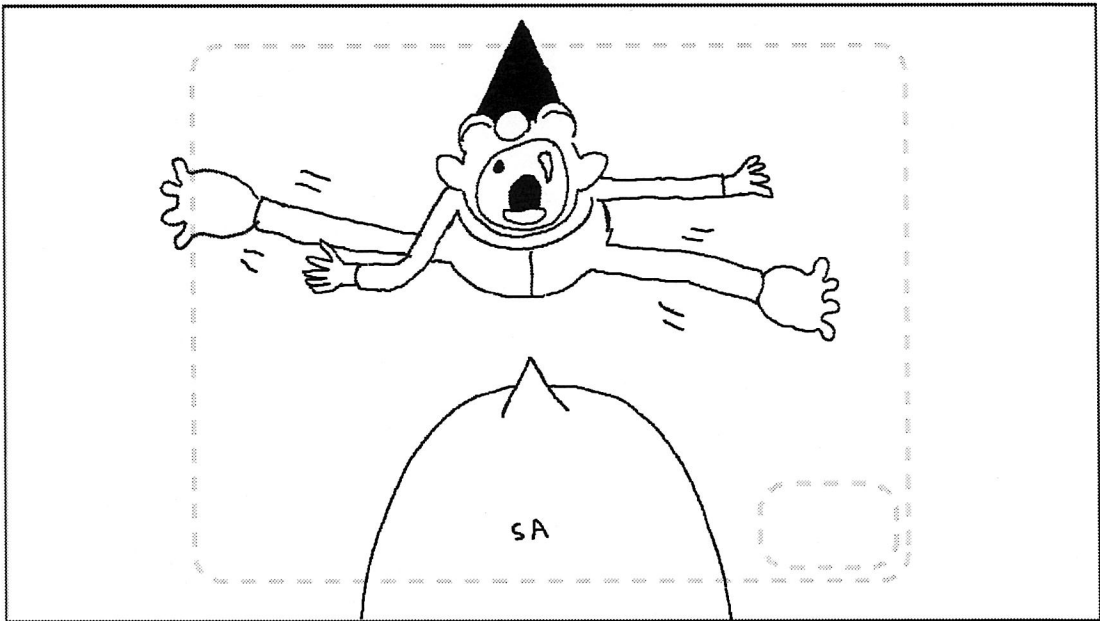


Sc. 31

Pnl. 9

Bg.

day night



Dialog:

Y A A A A W N !

Action:

Timing:

1034-214

EPISODE #

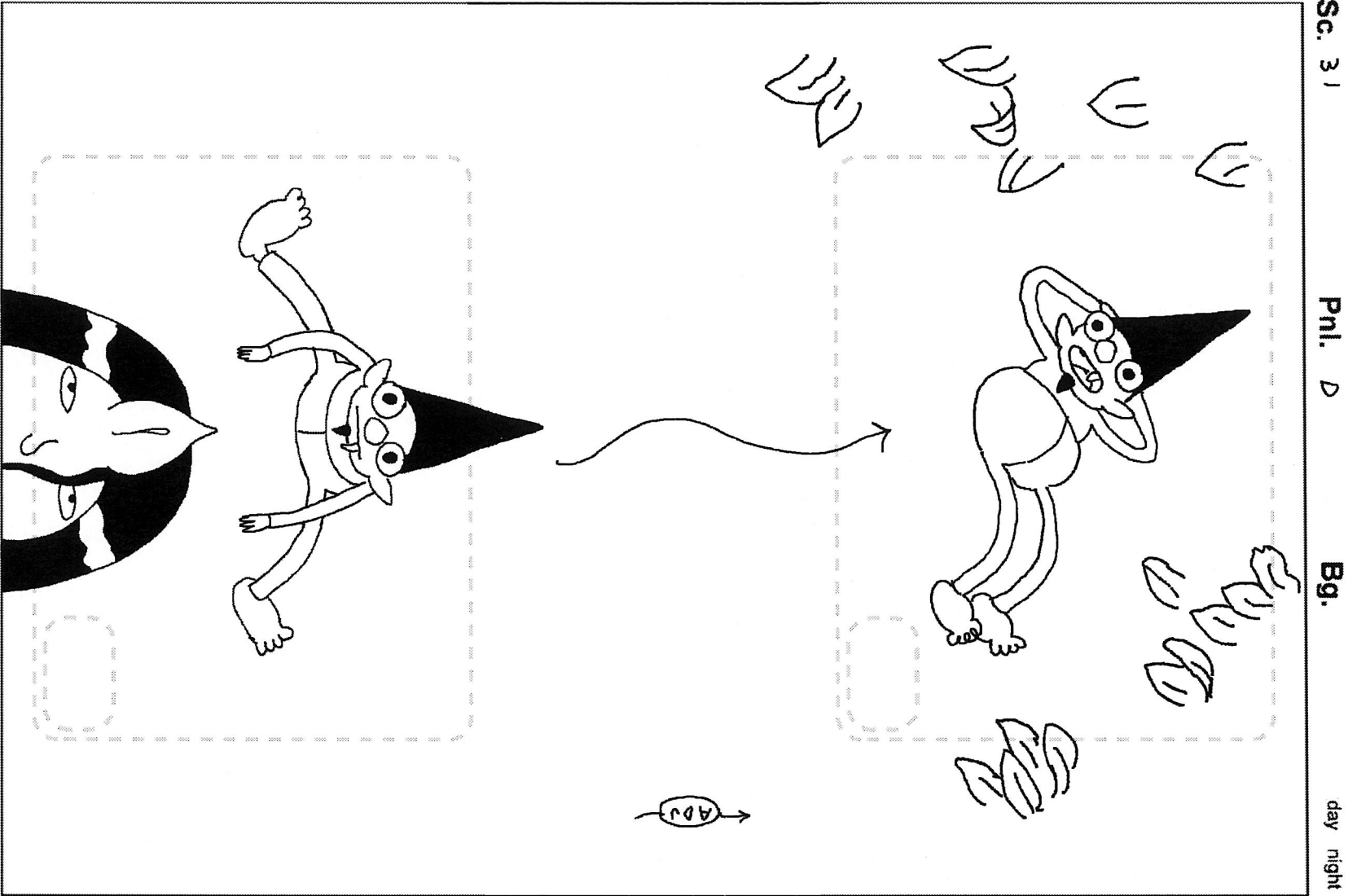
Production :

1034-214

#EPISODE

Production :

ADVENTURE TIME



Q WHAT IF WE JUST GOT A
LEFT DOWNTOWN.

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ADVENTURE TIME



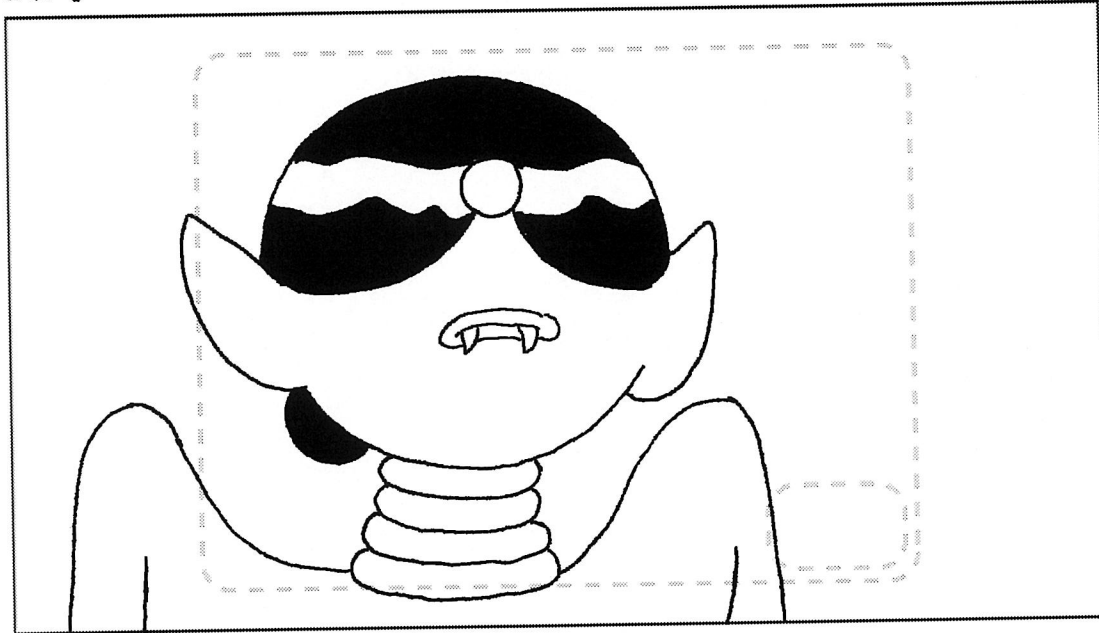
Page 51

Sc. 32

Pnl. A

Bg.

day night

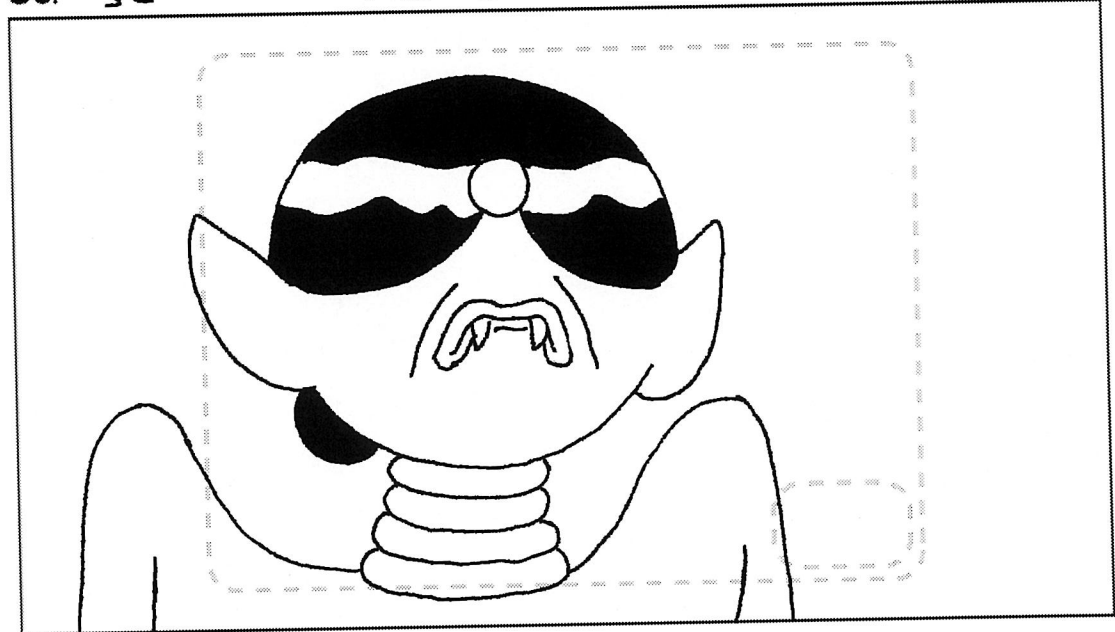


Sc. 32

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME

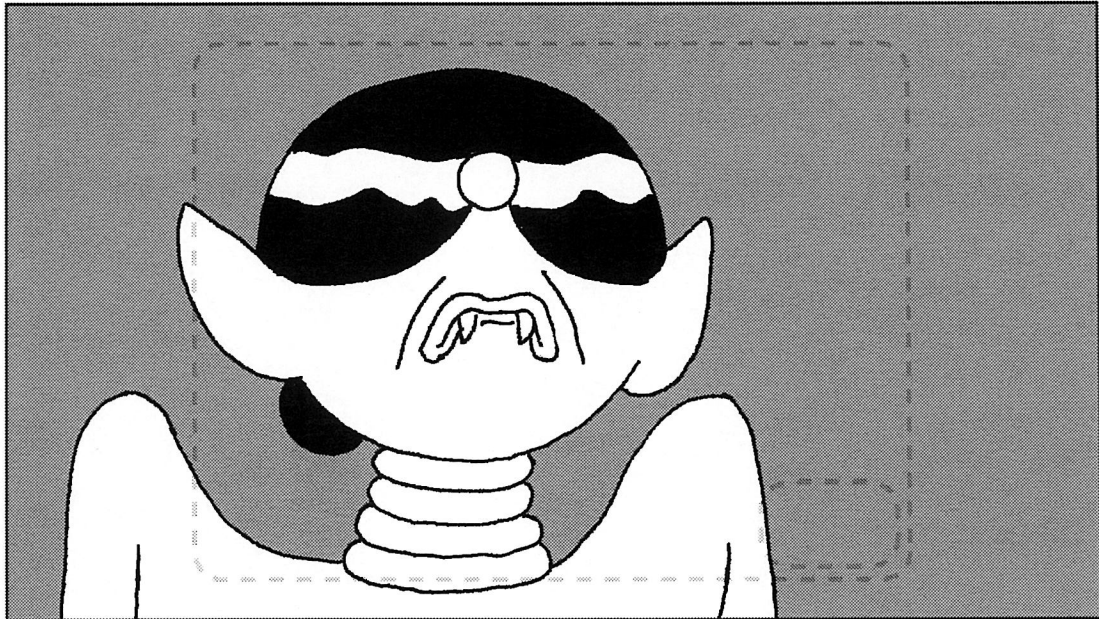


Sc. 32

Pnl. c

Bg.

day night

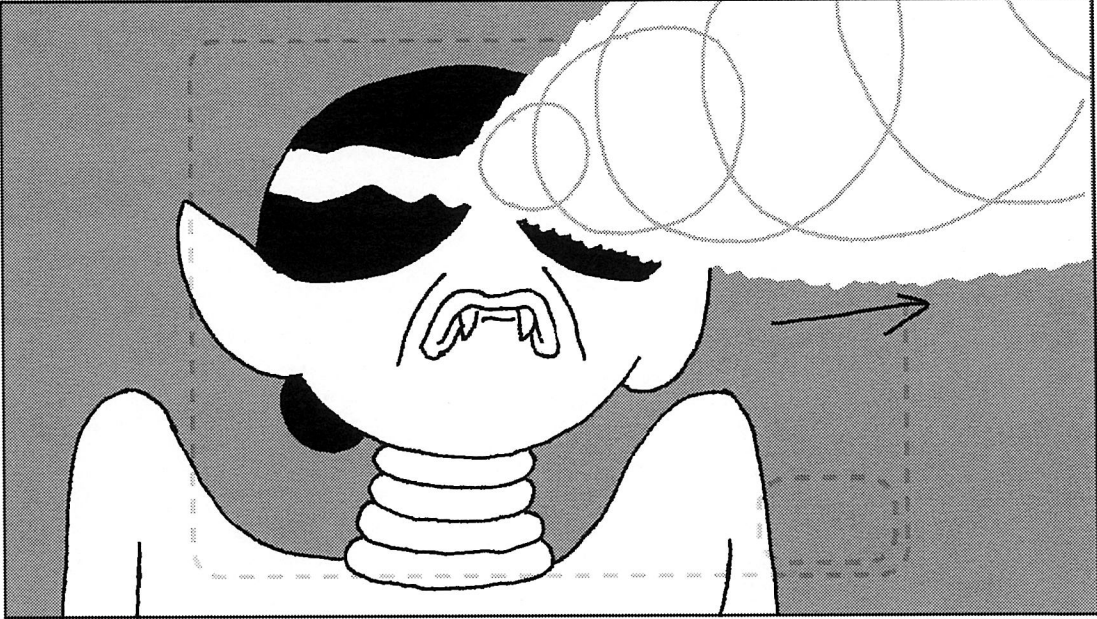


Sc. 32

Pnl. D

Bg.

day night



Dialog:

Action:

BG. DARKENS

HYPNO - WAVES.

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME

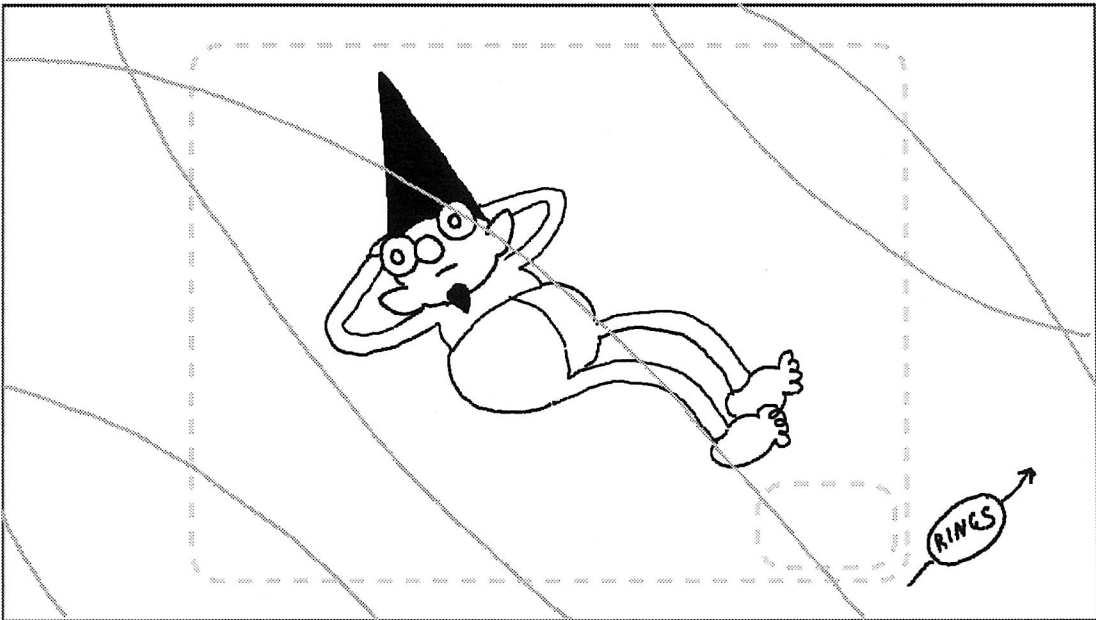


Sc. 33

Pnl. A

Bg.

day night

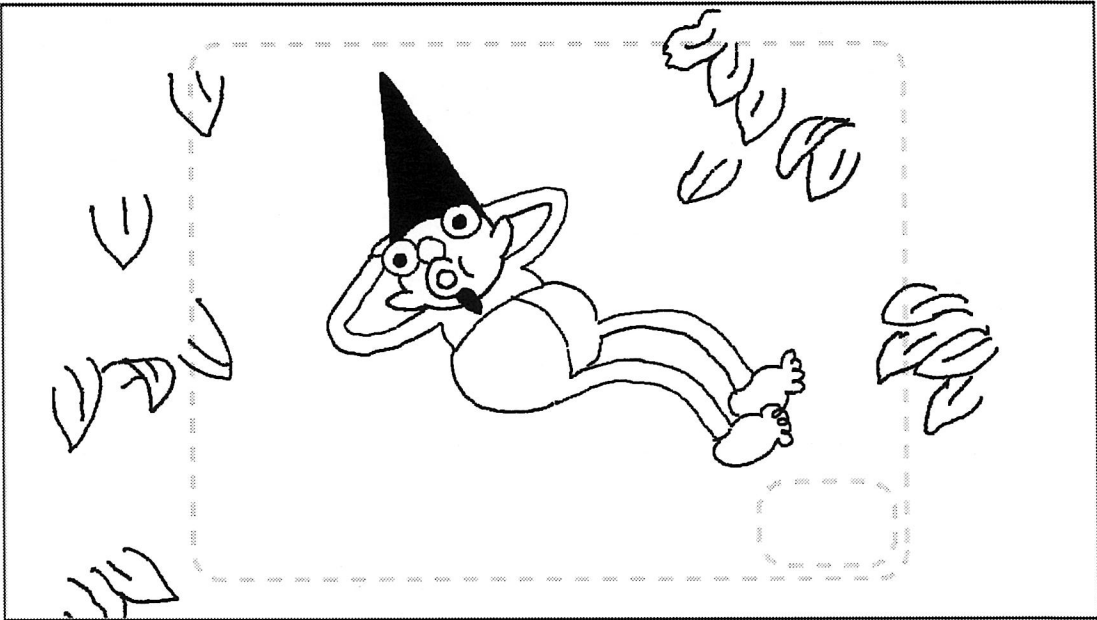


Sc. 33

Pnl. B

Bg.

day night



Dialog:

Ⓔ/ WHOOPS , I'M HYPNOTIZED.

Action:

Timing:

1034-214 # EPISODE

Production :

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ADVENTURE TIME



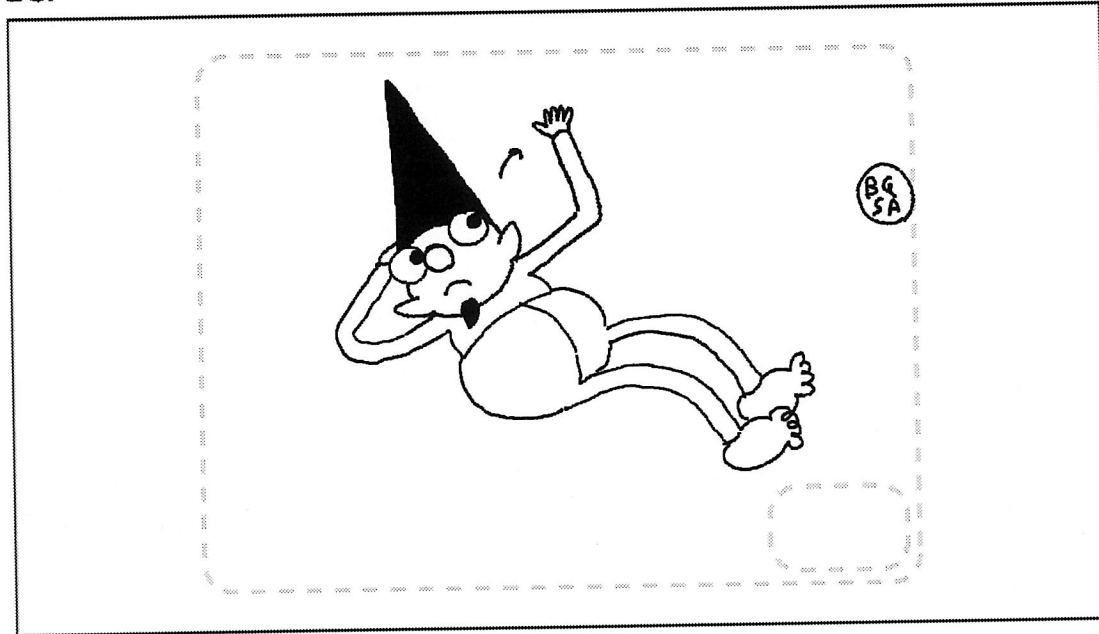
Page 54

Sc. 33

Pnl. <

Bg.

day night

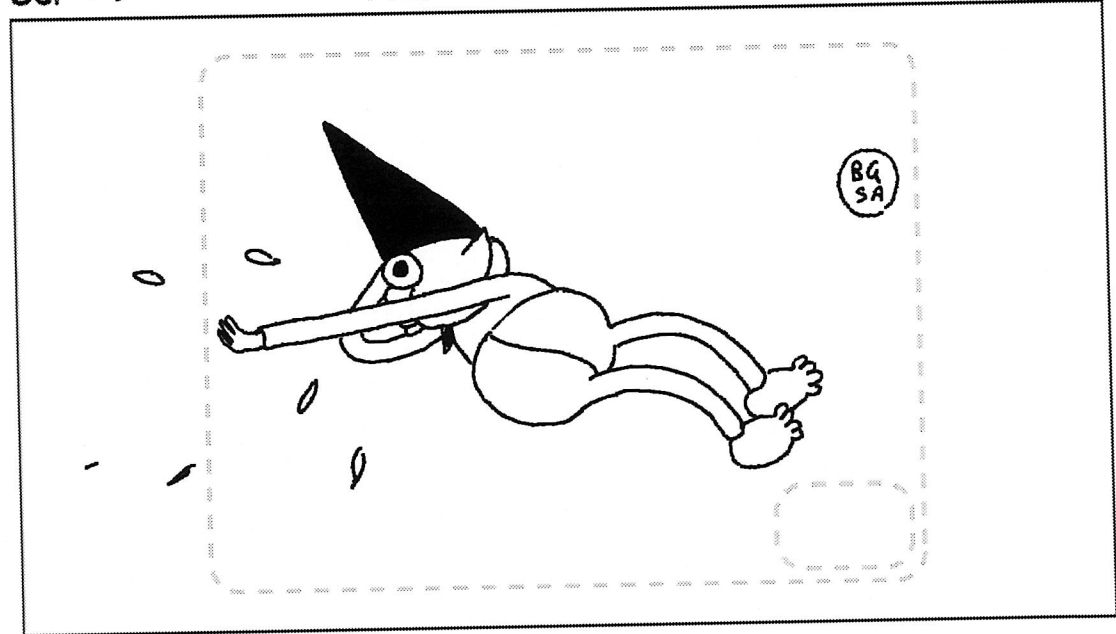


Sc. 33

Pnl. D

Bg.

day night



Dialog:

(SFX) SLAP!

Action:

MOVING MECHANICALLY

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME

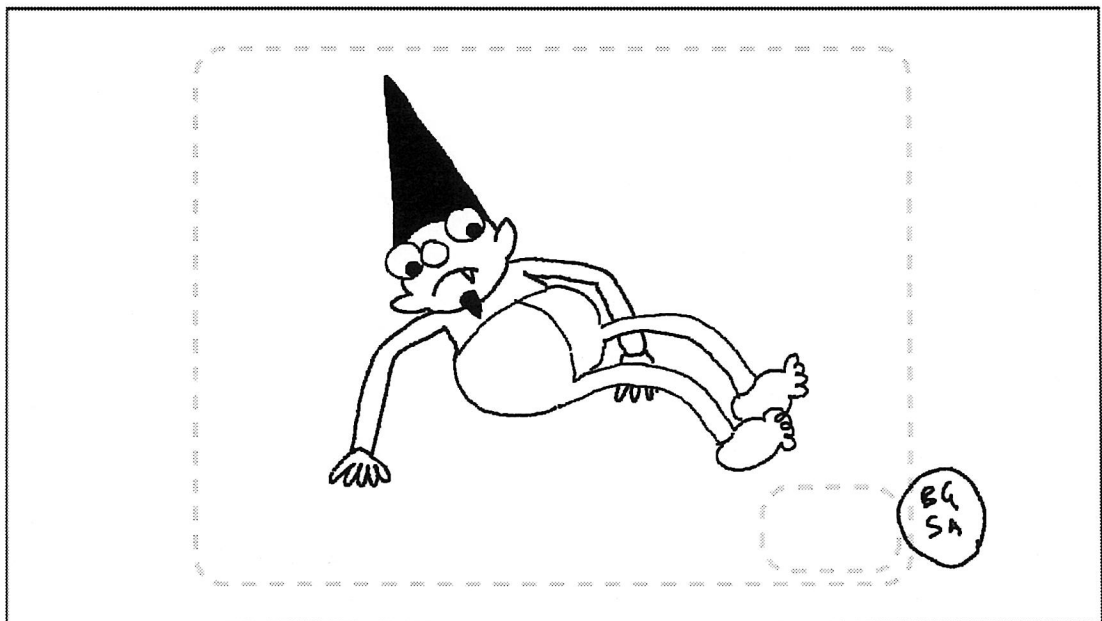


Sc. 33

Pnl. E

Bg.

day night

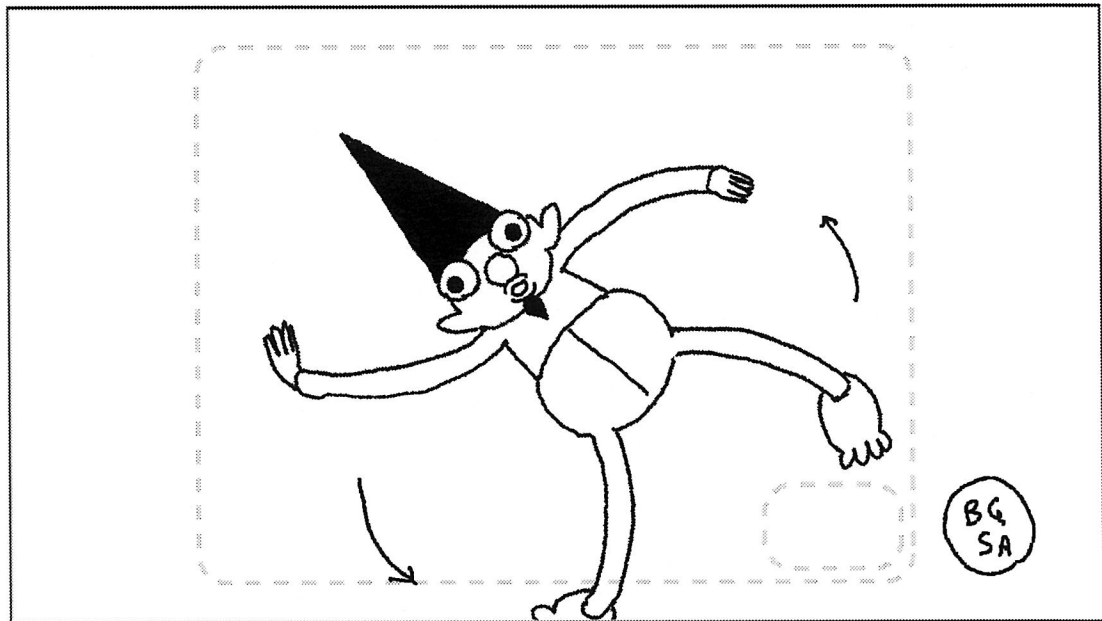


Sc. 33

Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

STARTS PINWHEELING

1034-214
EPISODE #
Production :

ADVENTURE TIME

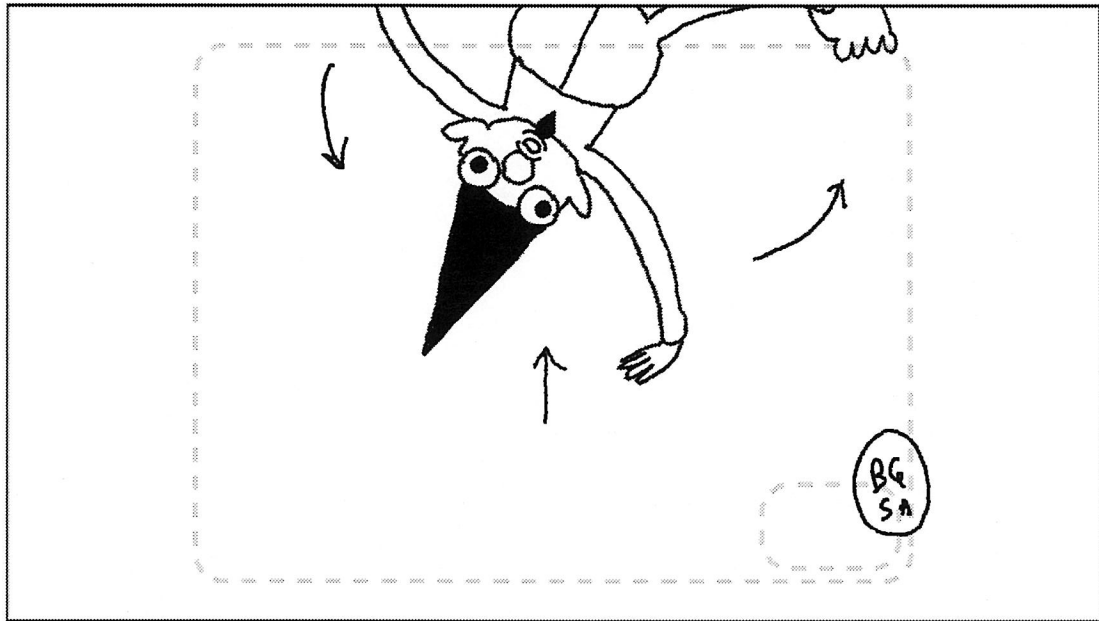


Sc. 33

Pnl. G

Bg.

day night

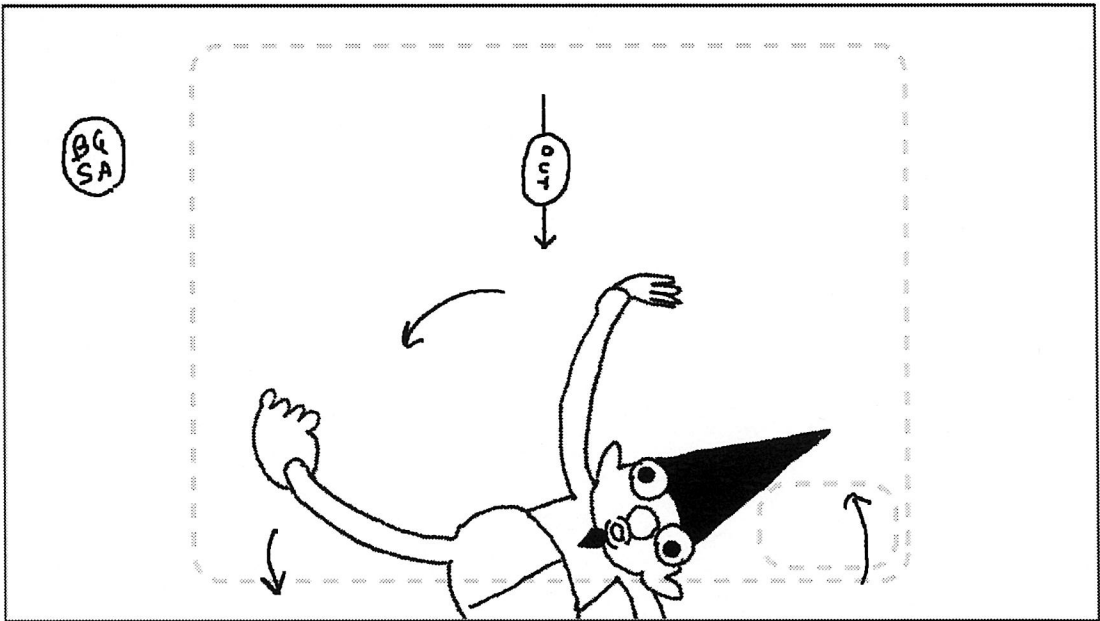


Sc. 33

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

1034-214 EPISODE #

Production :

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ADVENTURE TIME



Sc. 34

Pnl. A

Bg.

day night

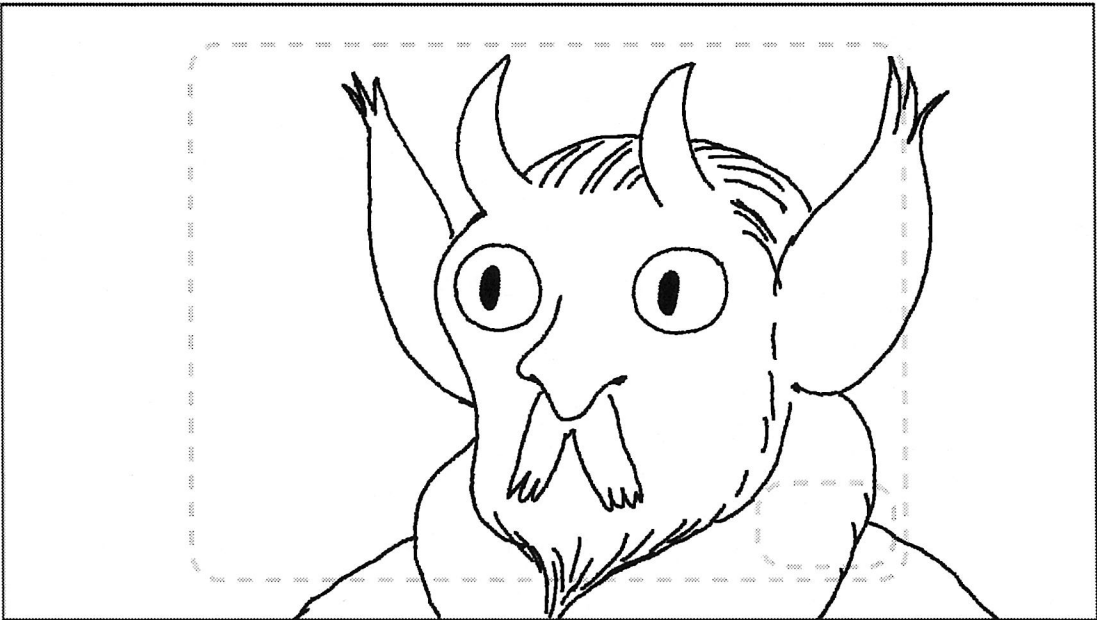


Sc. 34

Pnl. B

Bg.

day night



Dialog:

(SFX) CRUNCH
&
SPLAT

Action:



Timing:

1034-214
EPISODE

Production :



ADVENTURE TIME

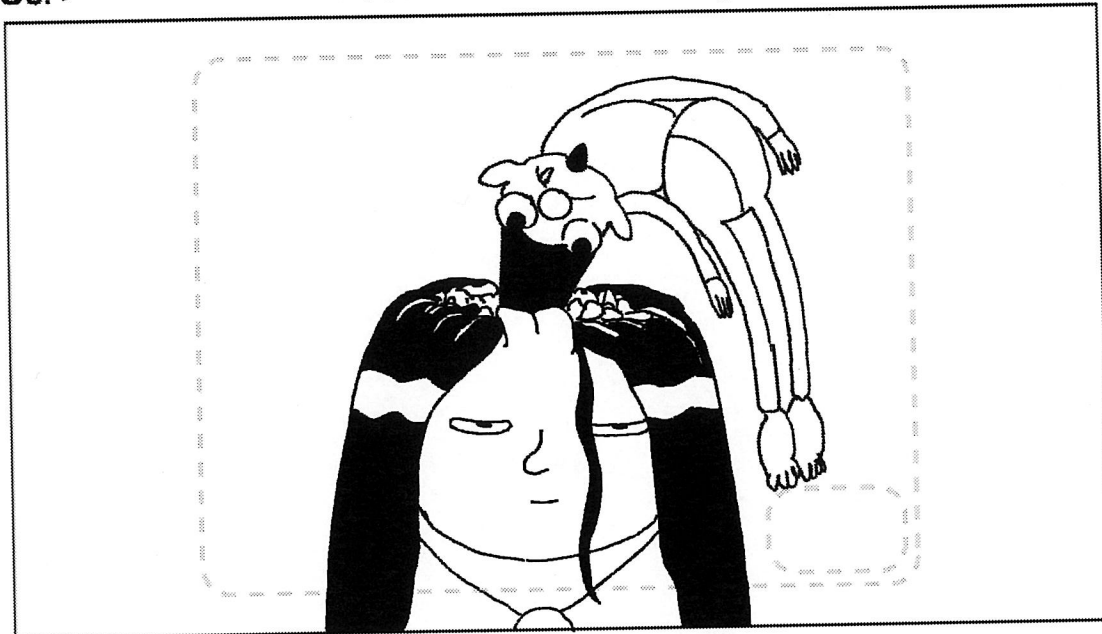
Page 58

Sc. 35

Pnl. A

Bg.

day night

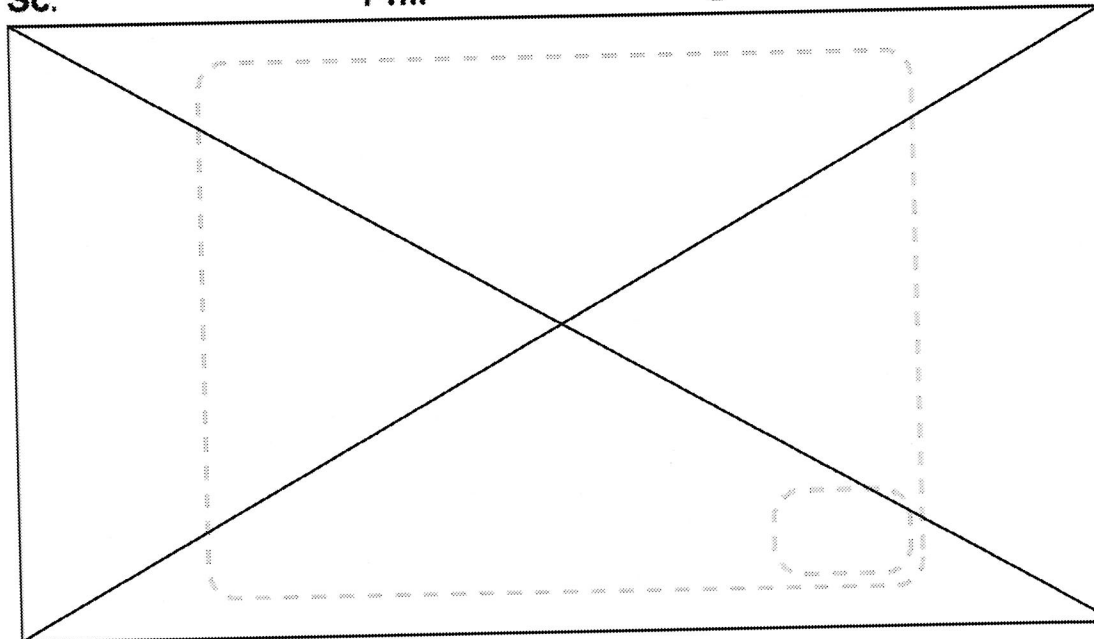


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

HOLD A BEAT , SO
KIDS CAN REGISTER WHAT'S HAPPENED.

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME



Sc. 35

Pnl. B

Bg.

day night

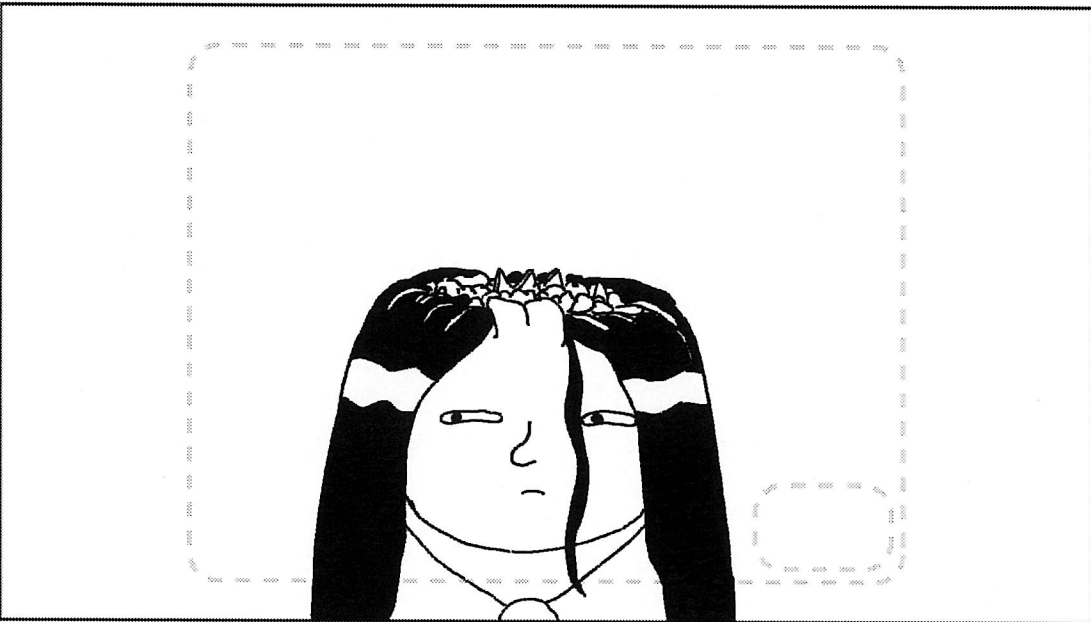


Sc. 3 S

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME

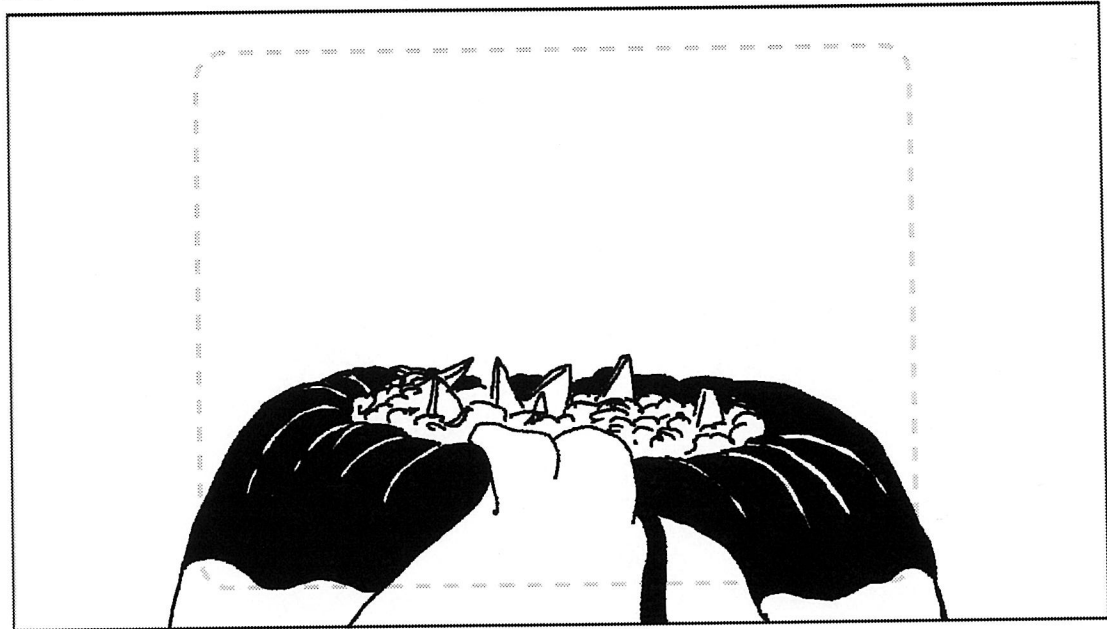


Sc. 36

Pnl. A

Bg.

day night

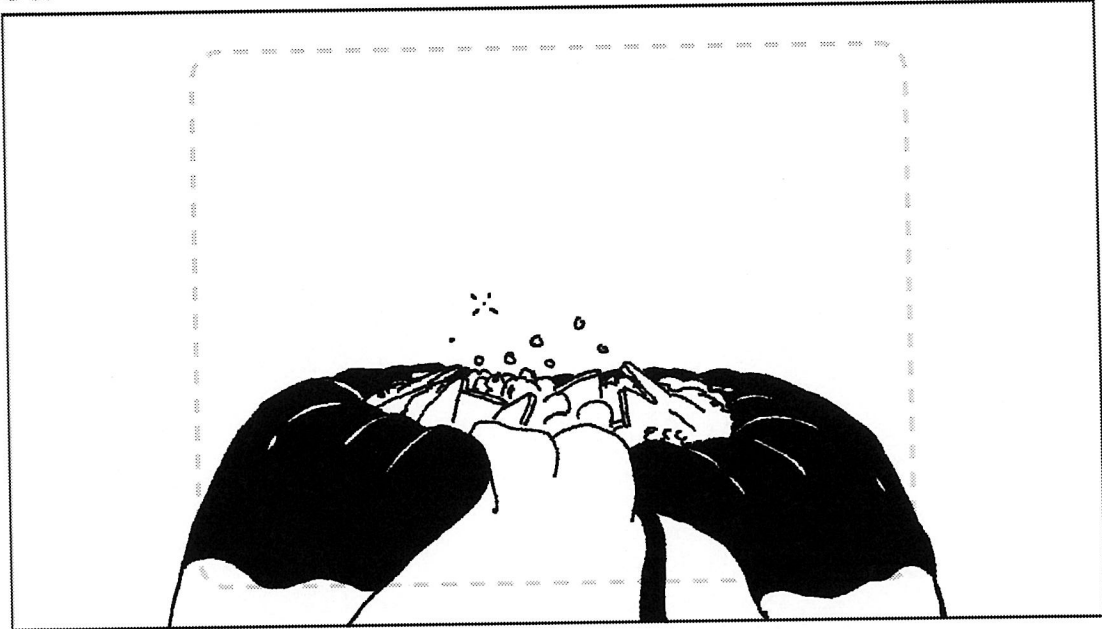


Sc. 36

Pnl. B

Bg.

day night



Dialog:

Action:

LIKE GROUND BEEF
AND EGG SHELLS.

KIND OF BUBBLES

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME



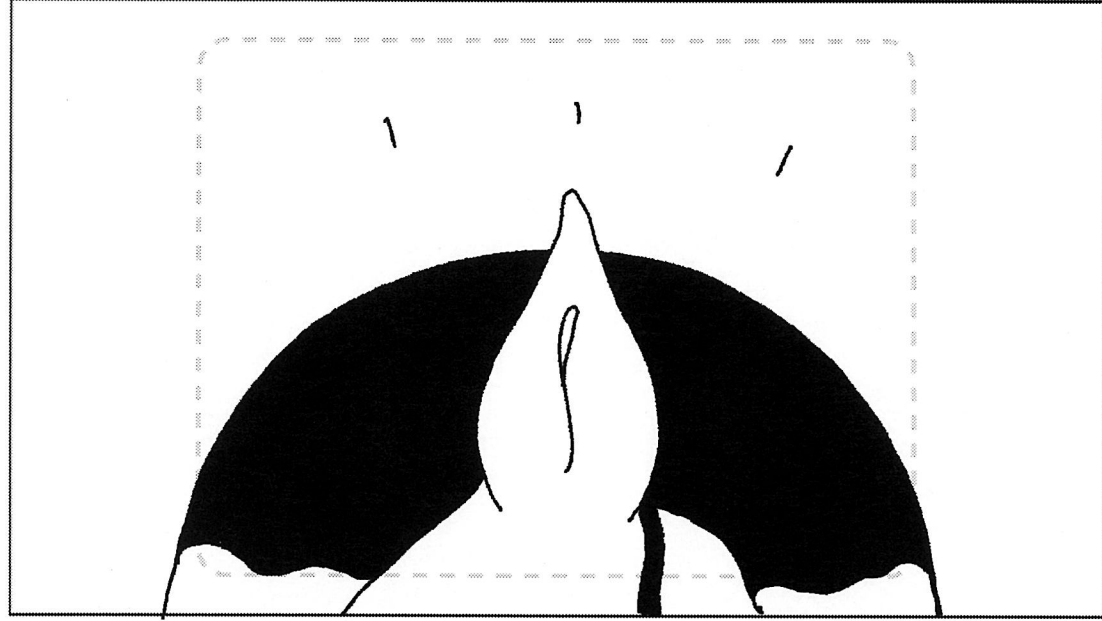
Page 61

Sc. 36

Pnl. C

Bg.

day night

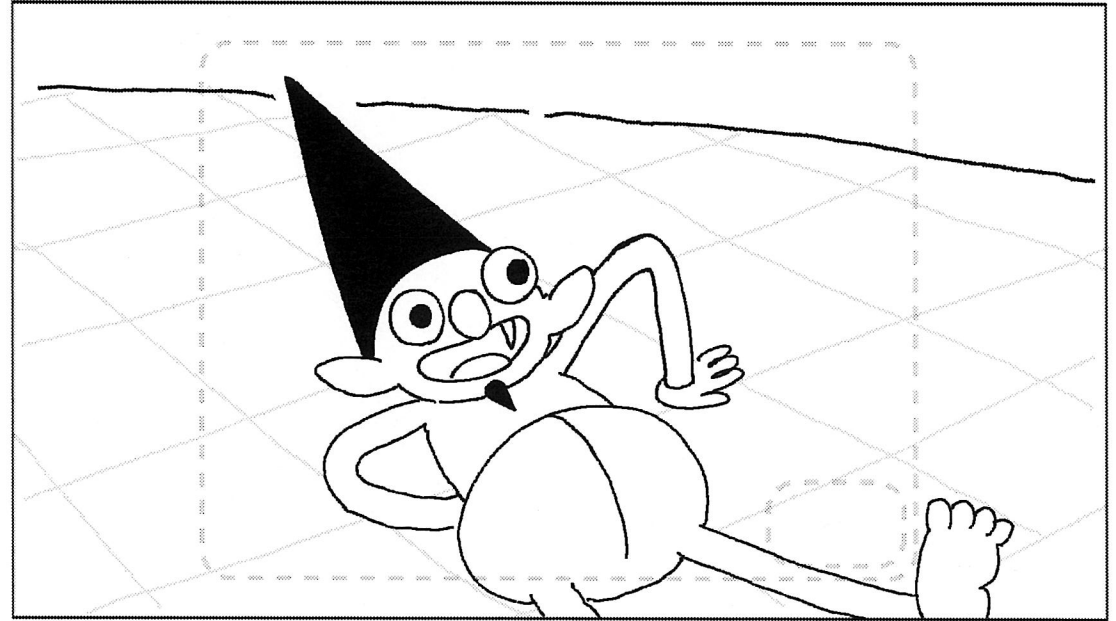


Sc. 37

Pnl. 4

Bg.

day night



Dialog:

(SFX) POP!

(F) HAHA, GOOD OL' "BACKWORDS EGG"!

Action:

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME

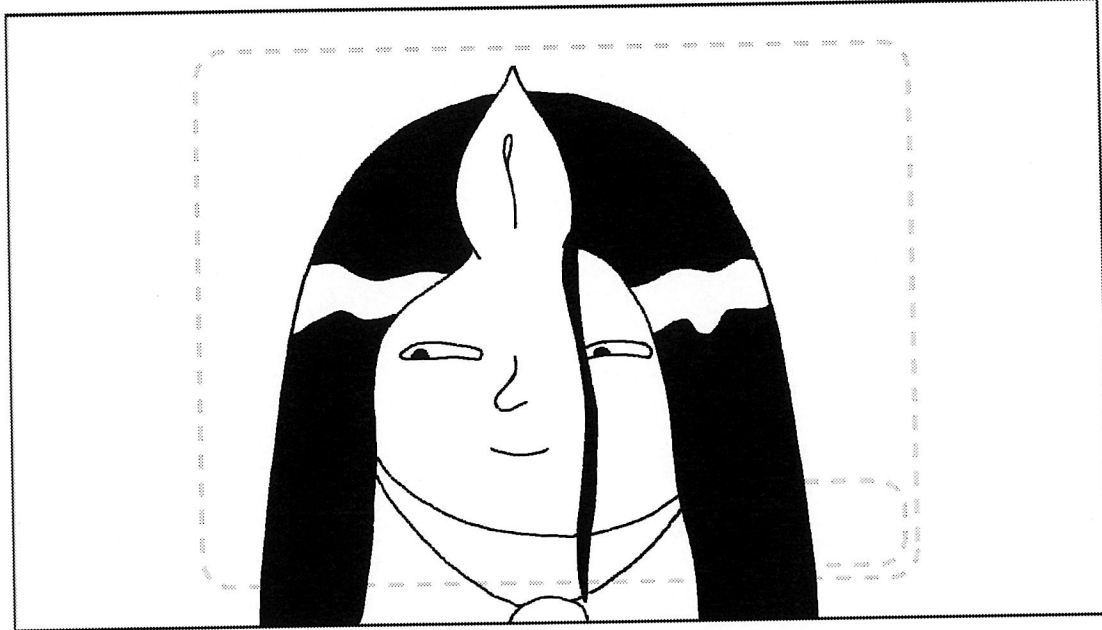


Sc. 38

Pnl. A

Bg.

day night

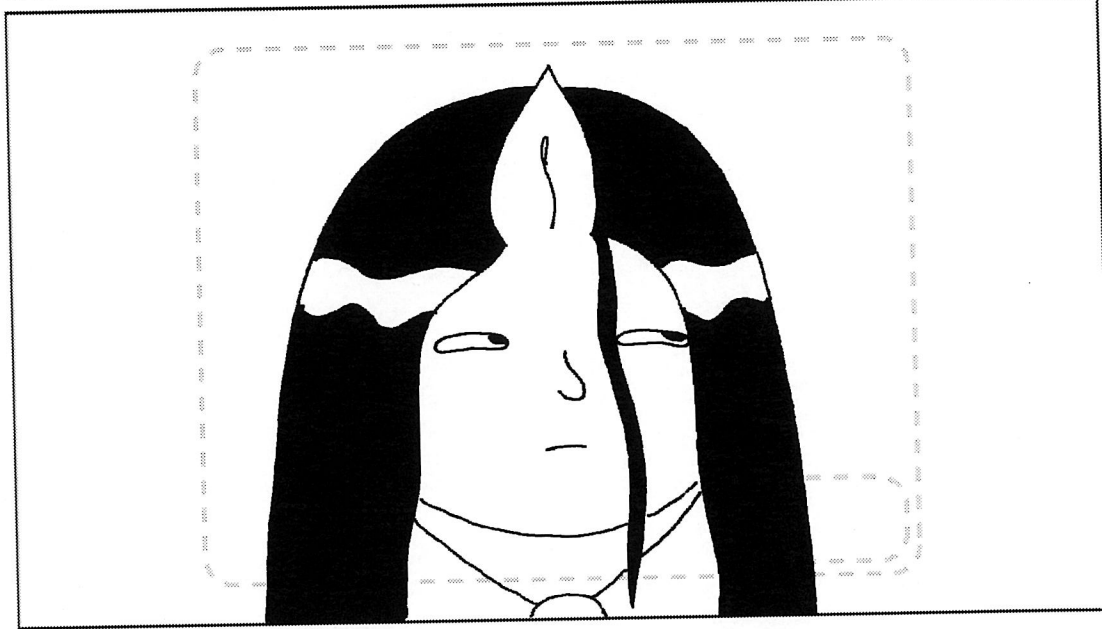


Sc. 38

Pnl. B

Bg.

day night



Dialog:	
(K)(OS) (SINGING/ HUMMING TO HIMSELF)	
Action:	
Timing:	

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1034-214 # EPISODE

Production :

ADVENTURE TIME



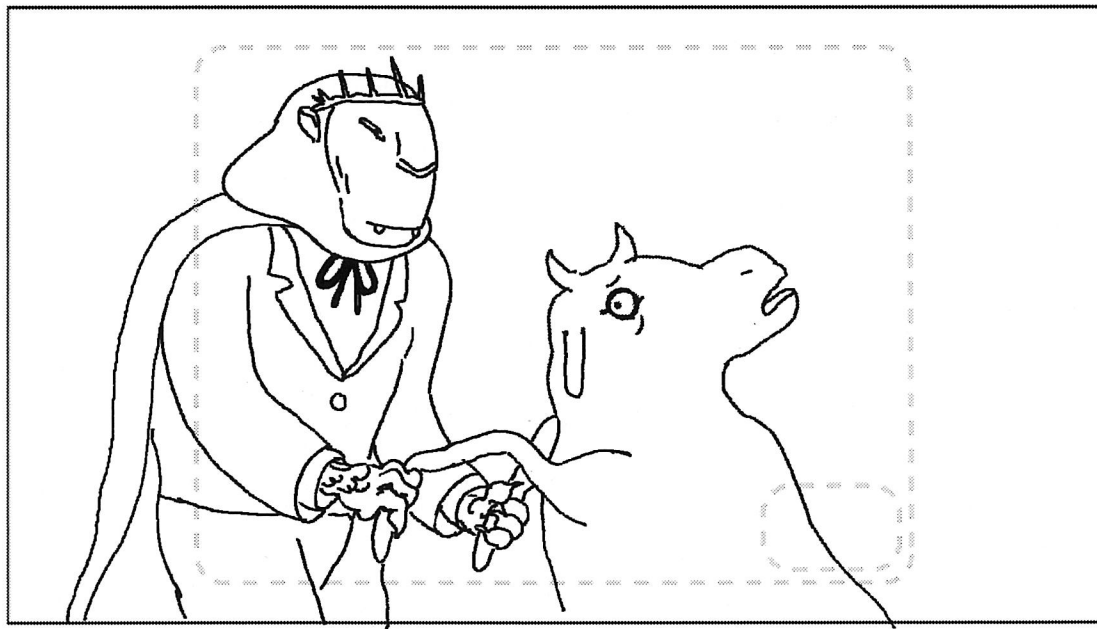
Page 63

Sc. 39

Pnl. A

Bg.

day night

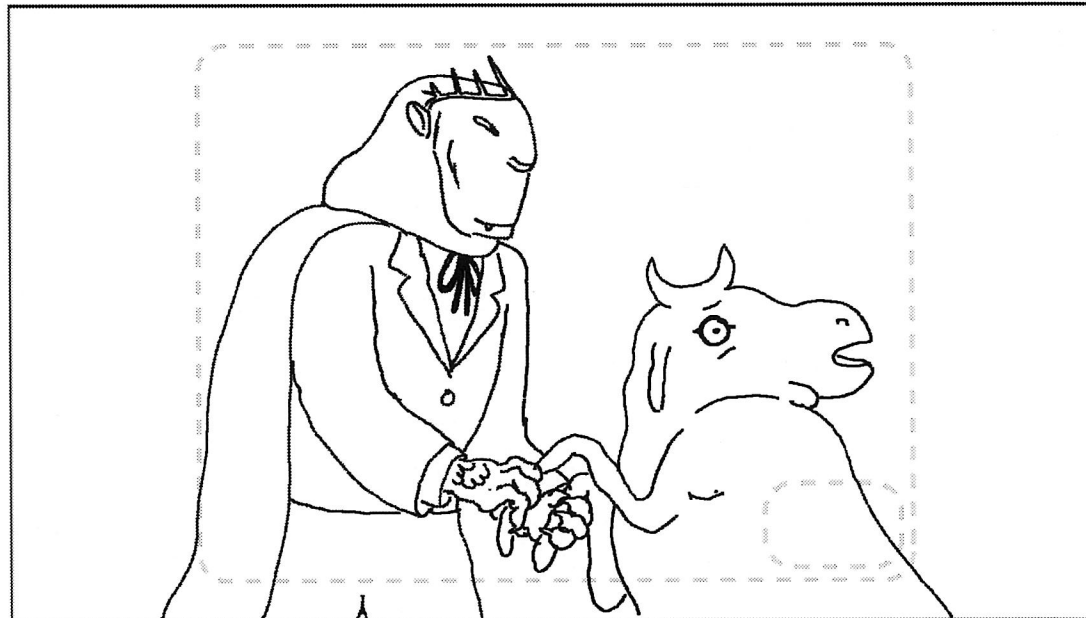


Sc. 39

Pnl. B

Bg.

day night



Dialog:

(K) (SINGING/HUMMING TO HIMSELF.)

(C) PLEASE ...

Action:

Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME



Sc. 3^a Pnl. c Bg. day night

Sc. — Pnl. — Bg. day night

Dialog:
C/ (CONT) I DON'T LIKE TO DANCE . . .

Action:

Timing:

1034-214

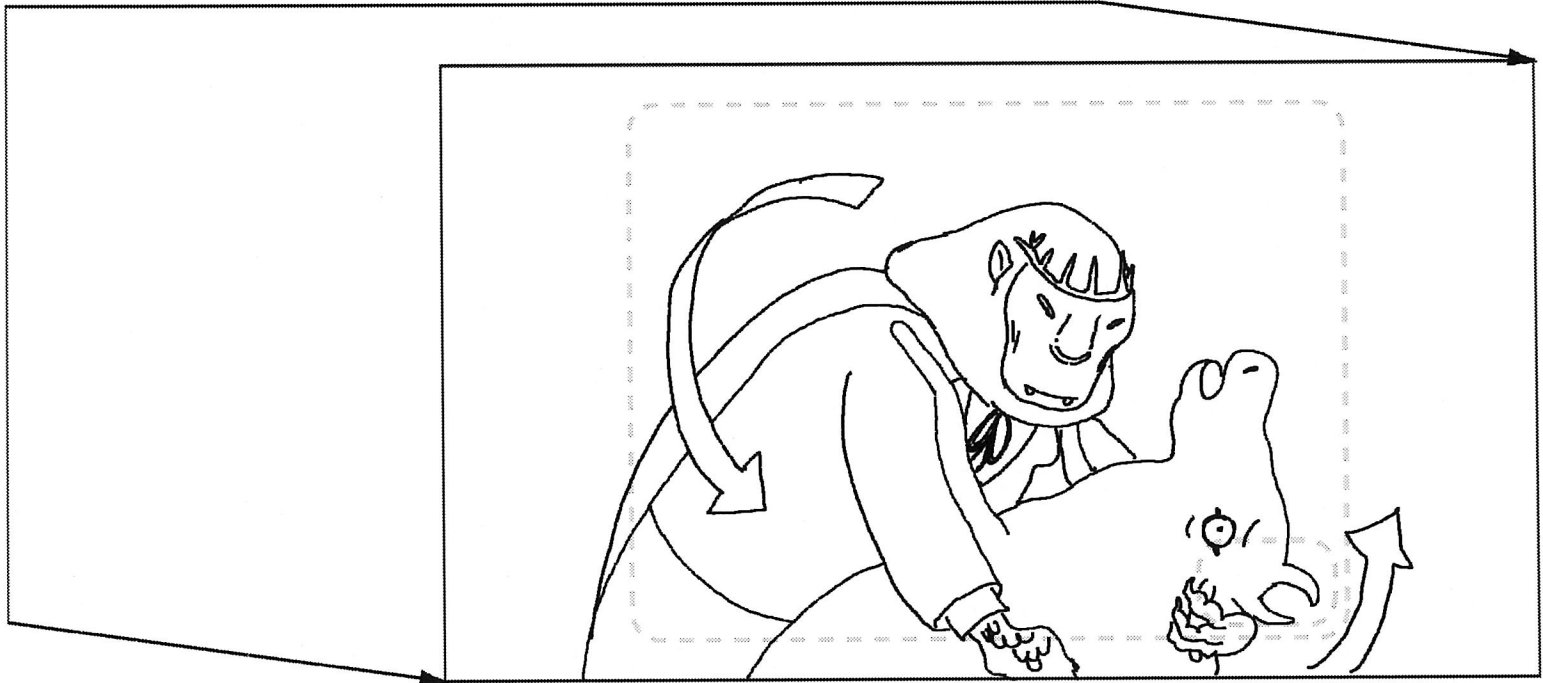
EPISODE

Production :

ADVENTURE TIME



Sc. 39 Pnl. D Bg. day night



Dialog:

©(CONT) ... I'M A WALLFLOWER.

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



Page 66

Sc. 39

Pnl. E

Bg.

day night

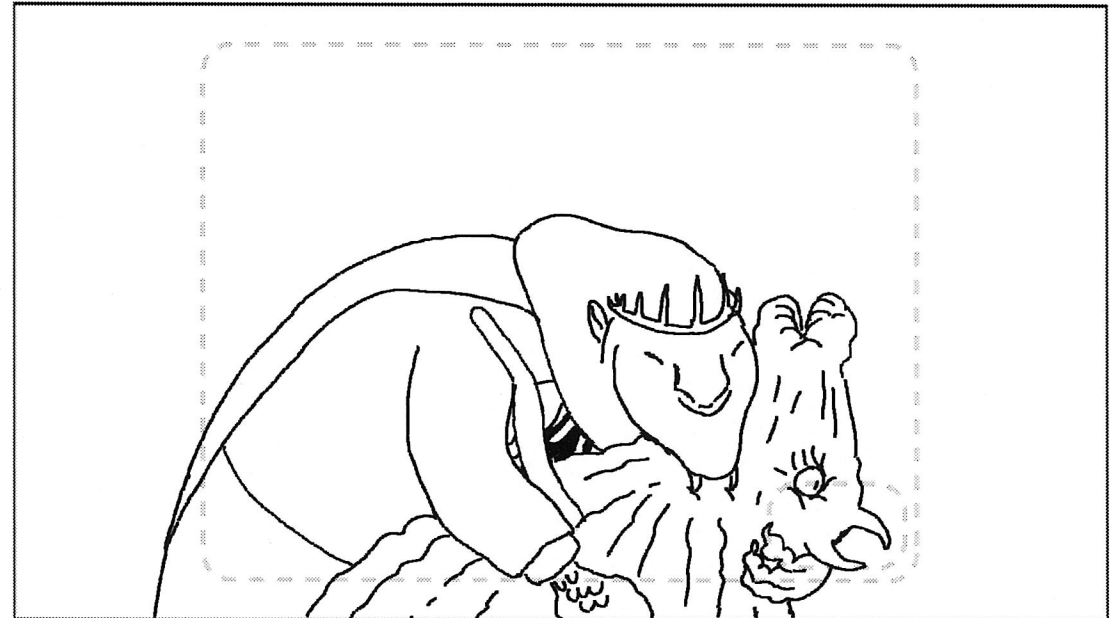


Sc. 39

Pnl. F

Bg.

day night



Dialog:

© OH !!!

Action:

FAST . LIKE A PREDATOR .

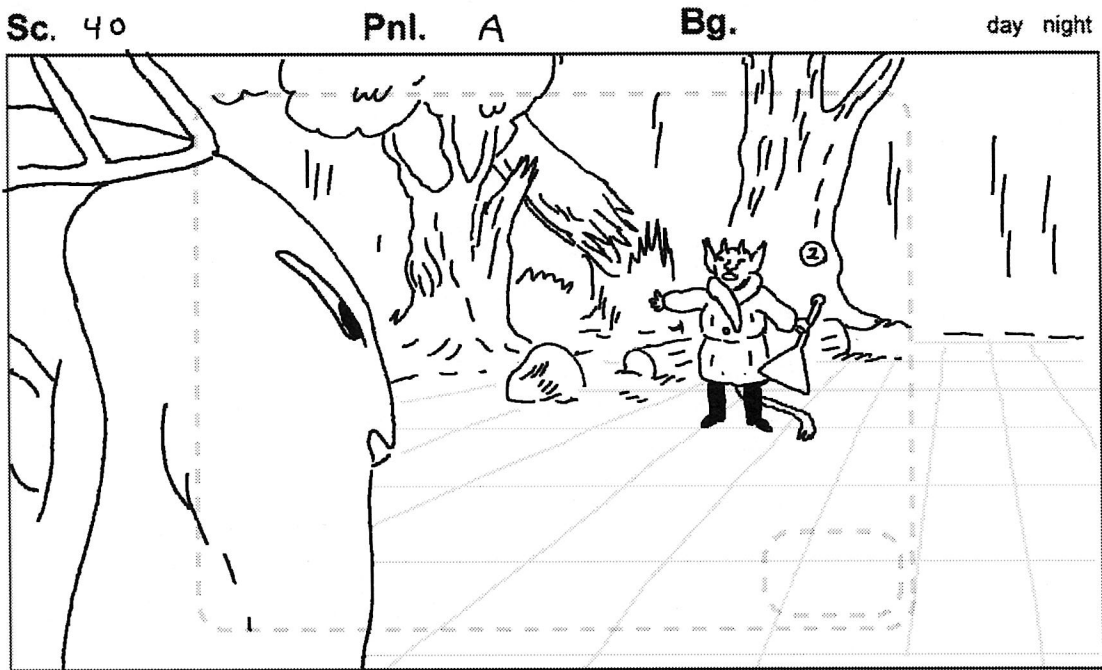
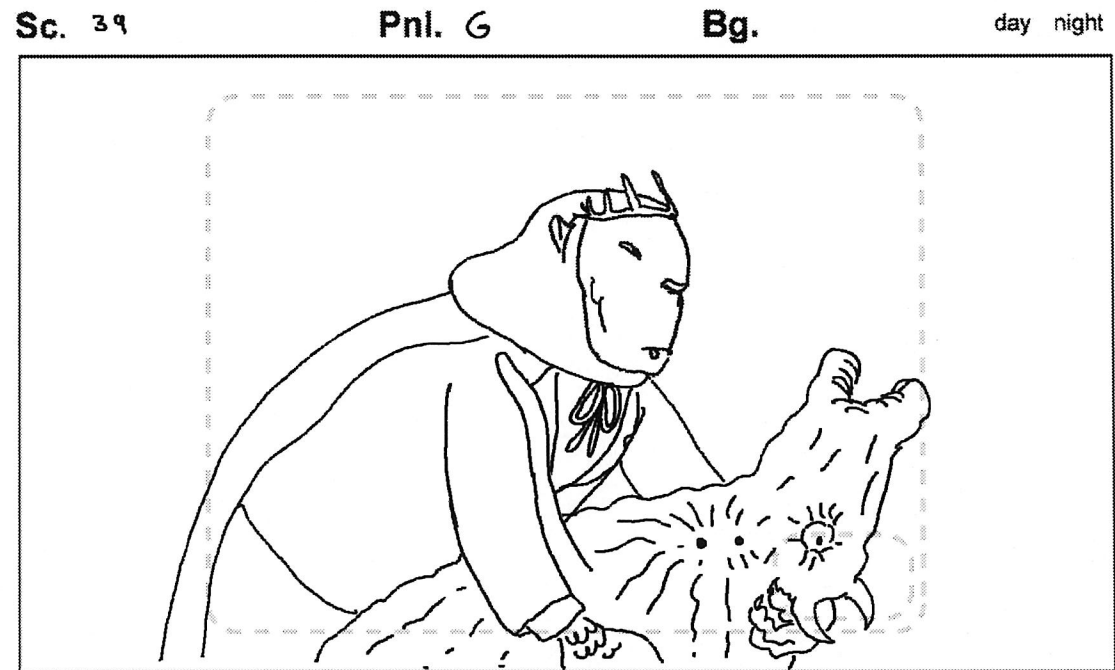
Timing:


1034-214
EPISODE

Production :

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ADVENTURE TIME



Dialog:	(H) (OS) MY KING!	(H) SURELY YOU AGREE THAT THIS IS OUR CHANCE TO GO BACK TO OUR OLD WAYS.
Action:		
Timing:		

1034-214

EPISODE

Production :

ADVENTURE TIME



Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



Dialog:	(H) / SURELY
Action:	S. P.
Timing:	

1034-214

EPISODE

Production :

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ADVENTURE TIME

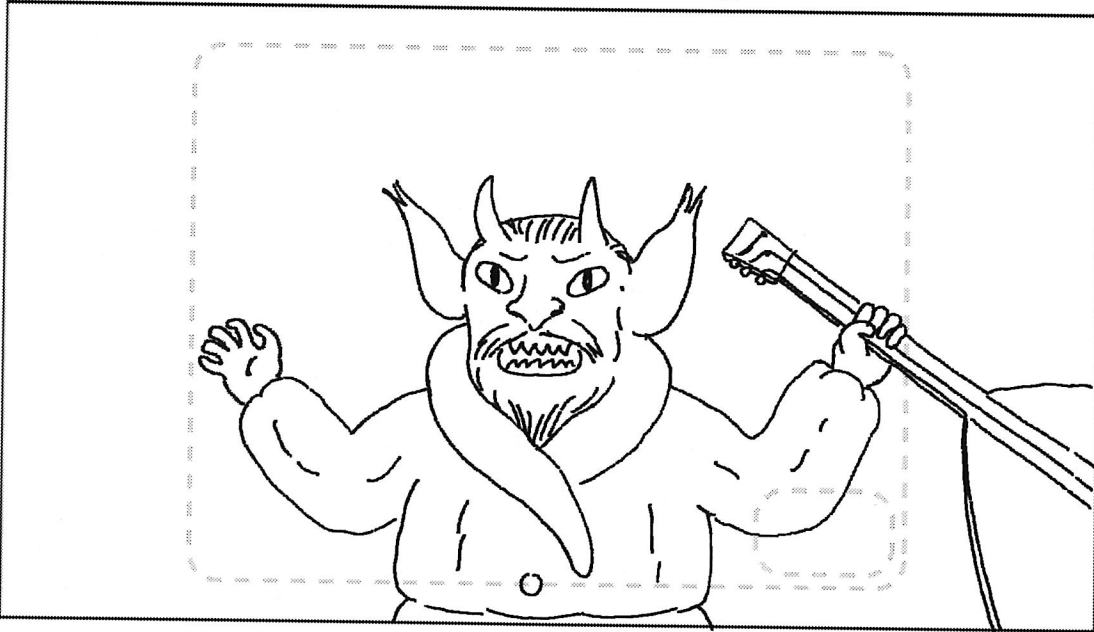


Sc. 41

Pnl. C

Bg.

day night

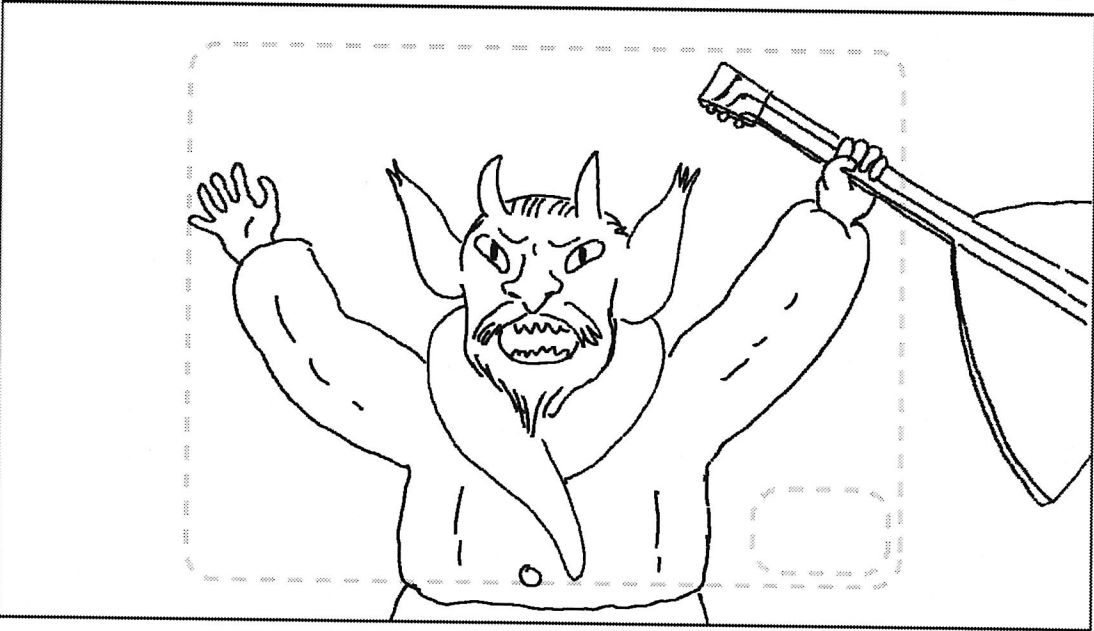


Sc. 41

Pnl. D

Bg.

day night



Dialog:

(H) (CONT) - DIVERGING FROM THE OLD WAYS
IS -

(H) (CONT) WHAT MADE US VULNERABLE
THE FIRST TIME !!!!

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



Sc. 41

Pnl. E

Bg.

day night



Sc. 42

Pnl. A

Bg.

day night



Dialog:
(H) / HURK !!!
Action:
CONSTRICTED
Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME

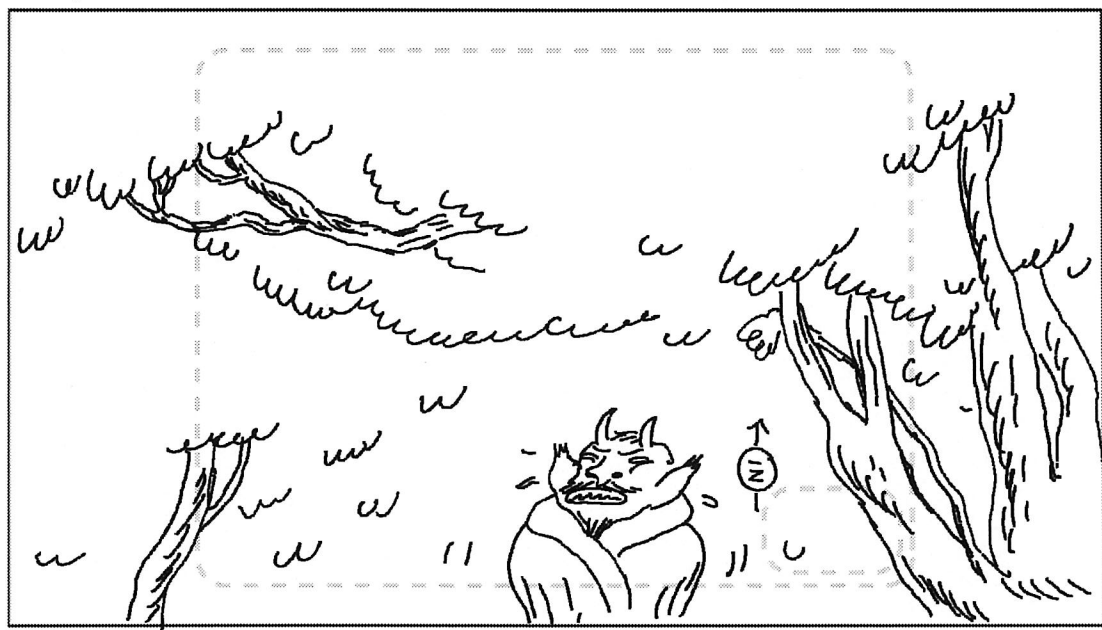


Sc. 43

Pnl. A

Bg.

day night



Sc. 43

Pnl. B

Bg.

day night



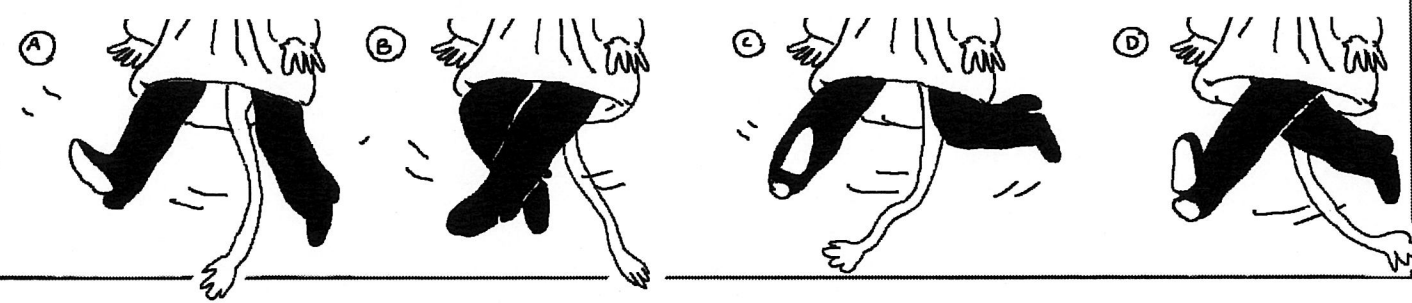
Dialog:

(H) (GRUNTING)

Action:

Timing:

REPEATED:



1034-214 EPISODE #

Production :

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ADVENTURE TIME



Page 72

Sc. 44

Pnl. A

Bg.

day night



Sc. 45

Pnl. A

Bg.

day night



Dialog:

Ⓚ SURELY?!

Ⓜ HURK!!!!

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night

Sc. 47 Pnl. B Bg. day night

Dialog:
Ⓚ <u>SURELY!</u> <u>J!</u> <u>TEMPLE!!!</u>
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



Sc. 47

Pnl. B

Bg.

day night

Sc. 48

Pnl. A

Bg.

day night

Dialog:

Action:

Timing:

(H) GASP!

1034-214

EPISODE

Production :

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ADVENTURE TIME



Page 75

Sc. 49

Pnl. A

Bg.

day night

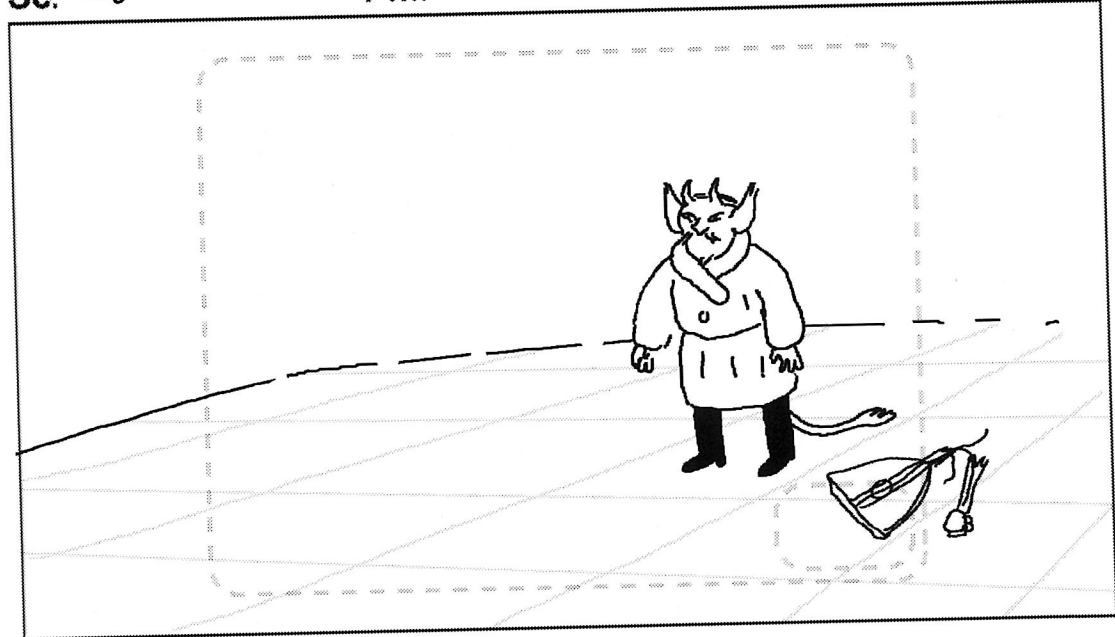


Sc. 50

Pnl. A

Bg.

day night



Dialog:

(K) I AM YOUR KING, AND I SAY
IT'S A NEW ERA! THIS IS
A DIFFERENT WORLD,

Action:

S.P.

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



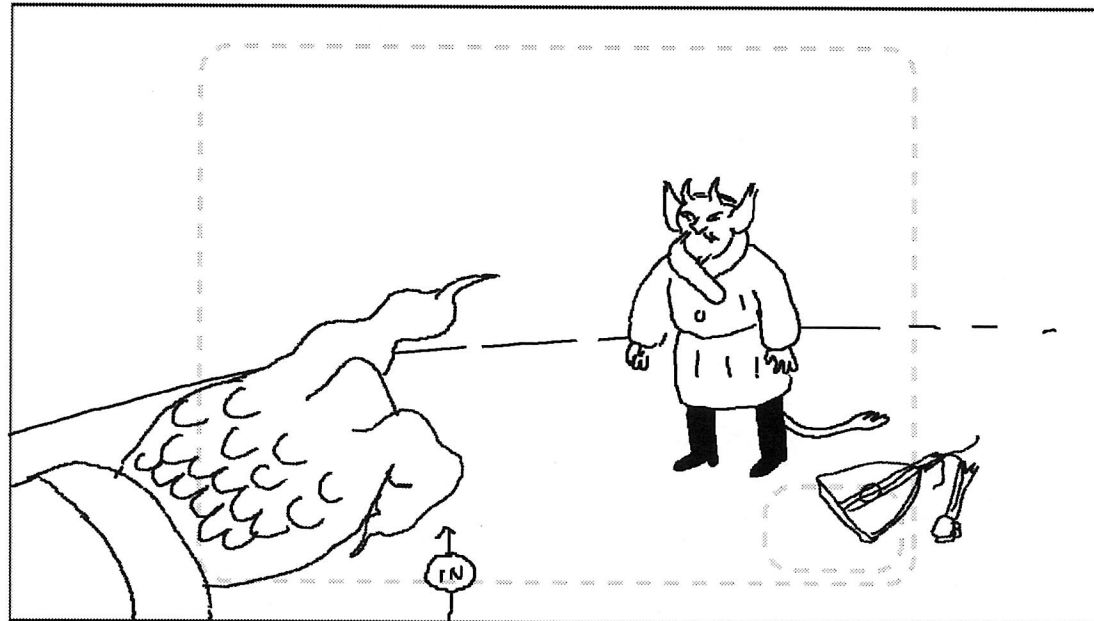
Page 76

Sc. 50

Pnl. b

Bg.

day night

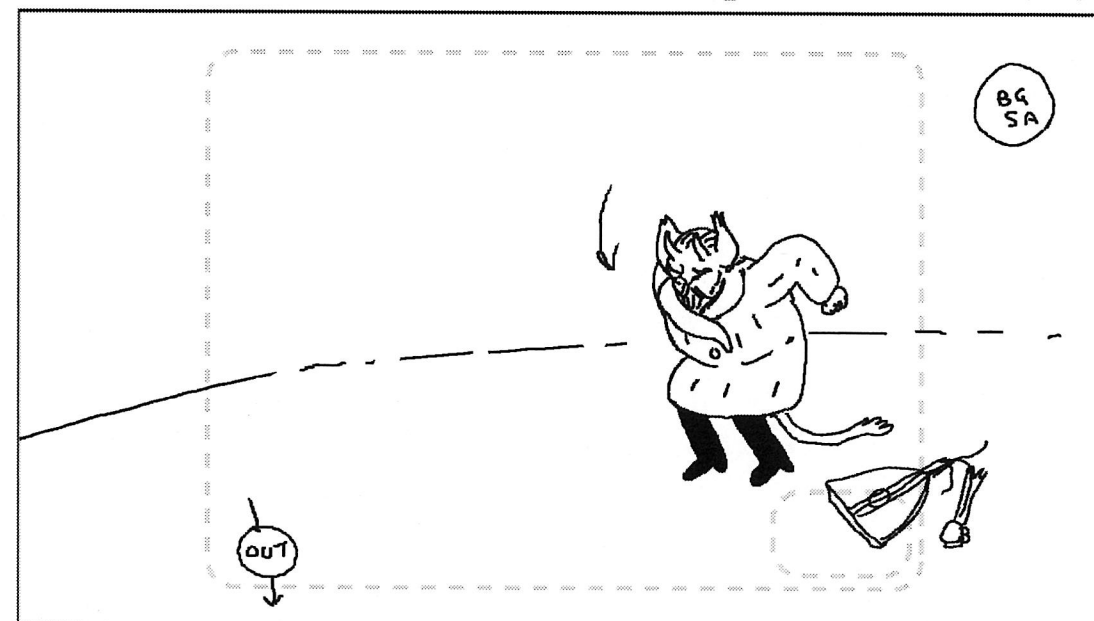


Sc. 50

Pnl. c

Bg.

day night



Dialog:

(K) OLD FASHIONED IDEAS HAVE
NO PLACE HERE!

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME



Sc. 50 Pnl. D Bg. day night

A storyboard panel labeled 'D'. It shows a character with a furry body, small horns, and a long tail. The character is standing on a flat surface, looking down at a broken object on the ground. To the left of the character is a circle containing the text 'BG SA'. The entire scene is enclosed in a dashed rectangular border.

Sc. 50 Pnl. E Bg. day night

A storyboard panel labeled 'E'. It shows the same character from panel D, now running towards the left. The character's mouth is open, and there are small circles around it, suggesting sound or motion. To the left of the character is a circle containing the text 'BG SA'. The entire scene is enclosed in a dashed rectangular border.

Dialog:
<p>(H) GROWLS</p>
Action:
Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME

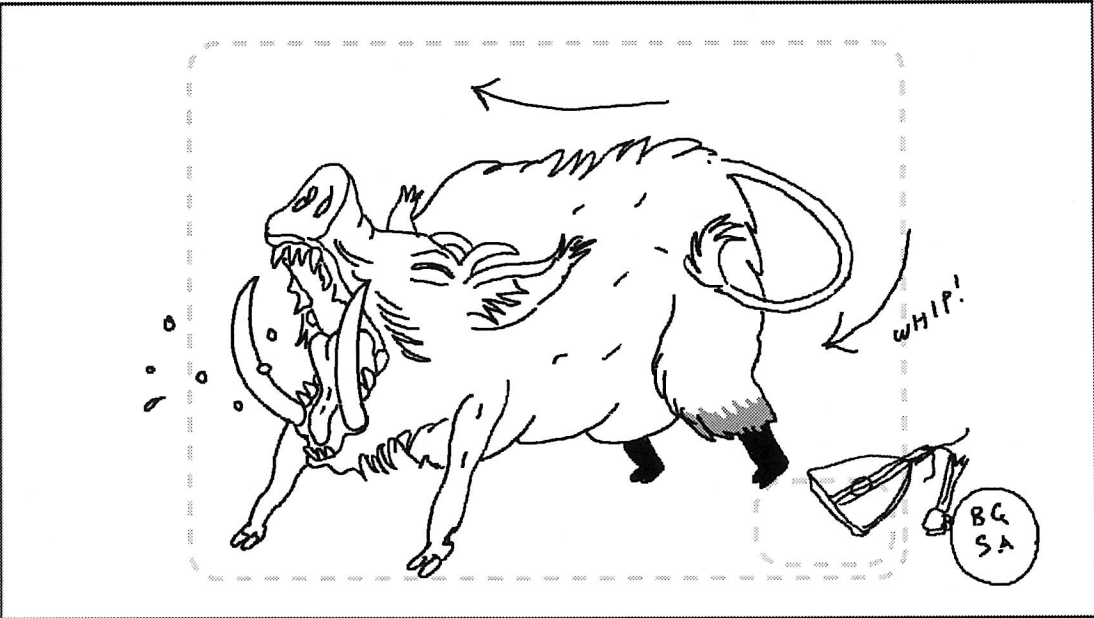


Sc. 50

Pnl. F

Bg.

day night

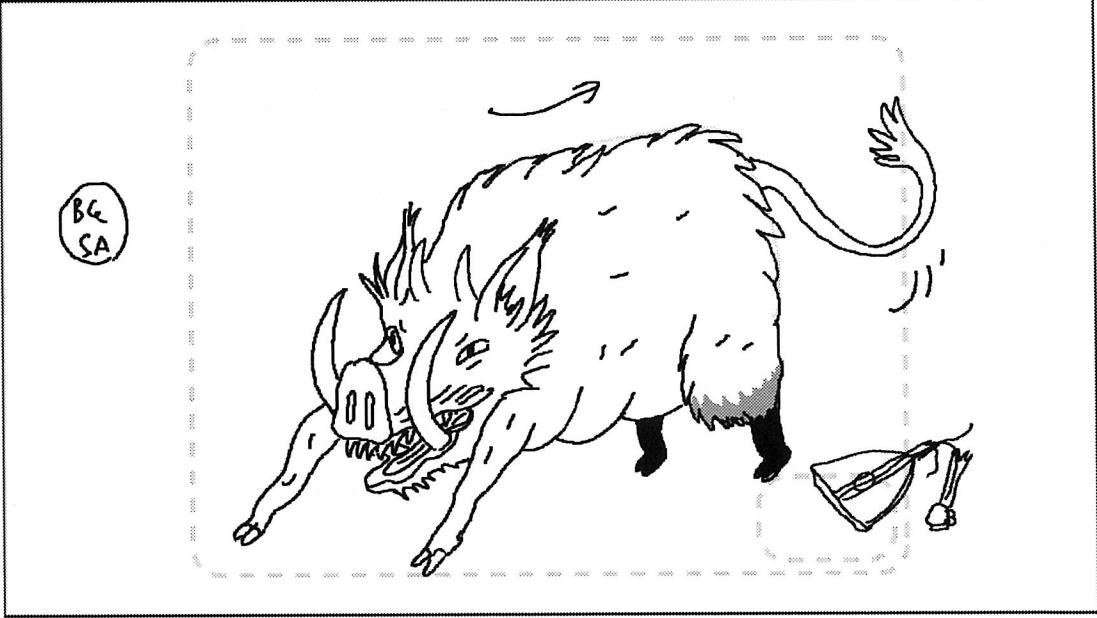


Sc. 51

Pnl. A

Bg.

day night



Dialog:

Ⓜ ROARS!

Action:

Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME

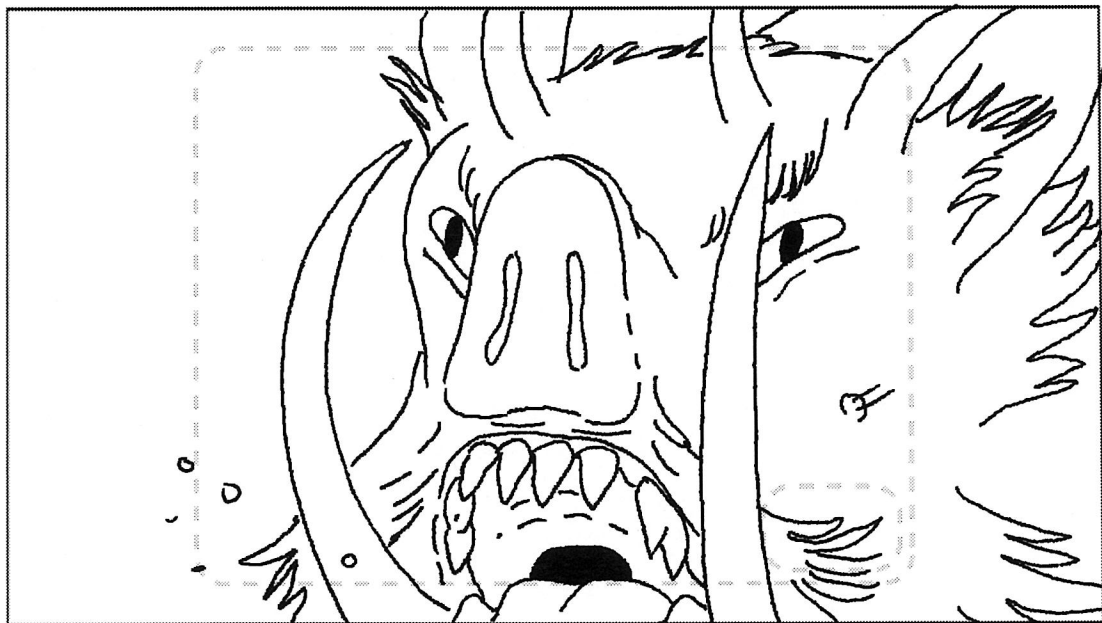


Sc. 52

Pnl. A

Bg.

day night

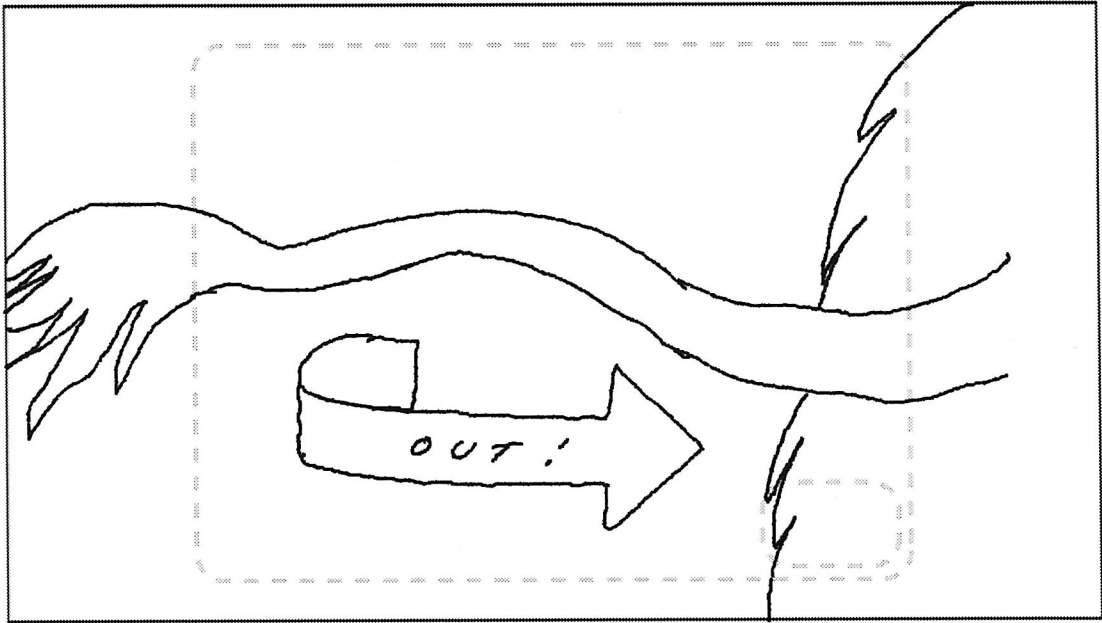


Sc. 52

Pnl. B

Bg.

day night



Dialog:

④/ DO WHAT YOU LIKE!
I KNOW WHAT'S RIGHT!

Action:

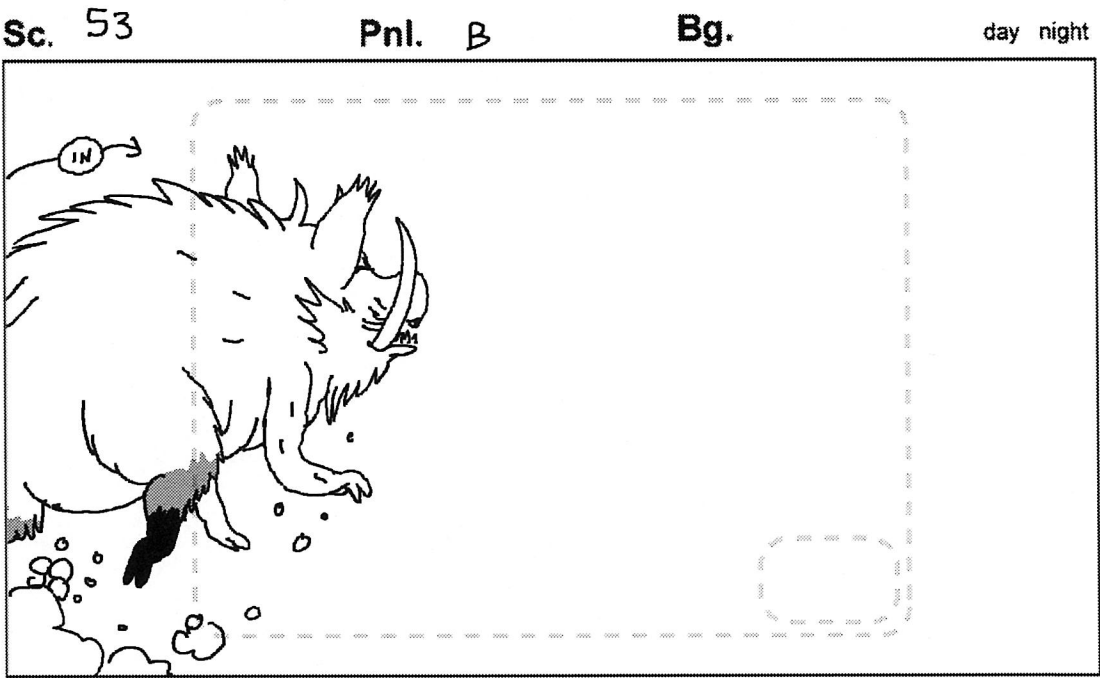
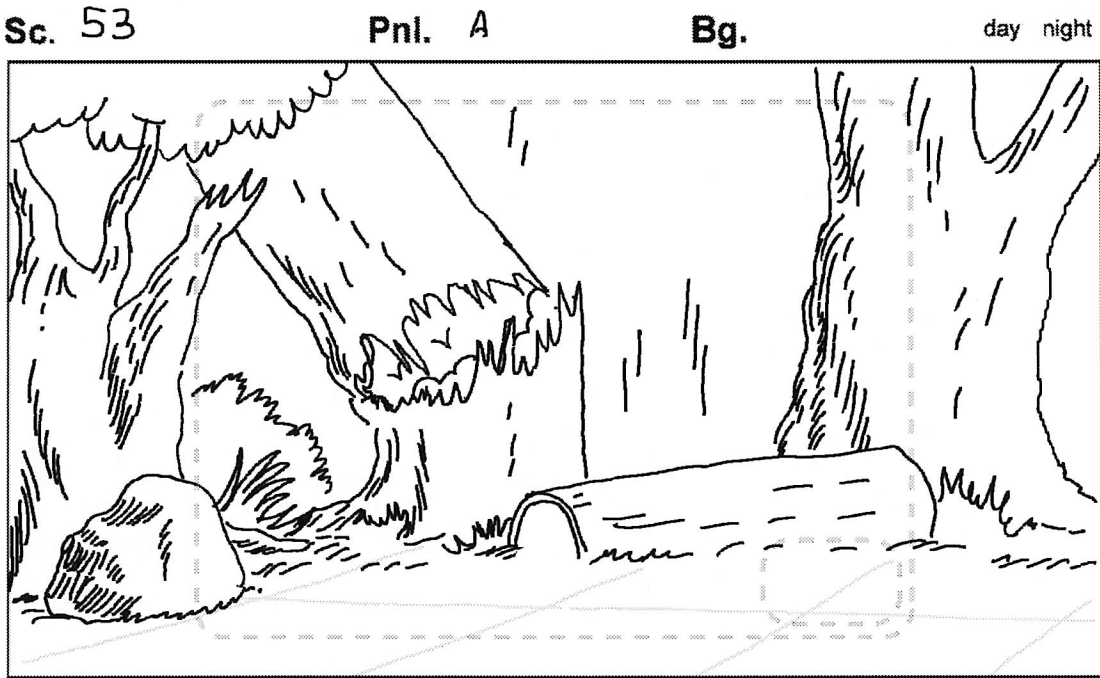
Timing:

1034-214 # EPISODE

Production :

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ADVENTURE TIME



Dialog:	
Action:	GALLOPS IN.
Timing:	

1034-214 #EPISODE

Production :



ADVENTURE TIME

Page 81

Sc. 53

Pnl. c

Bg.

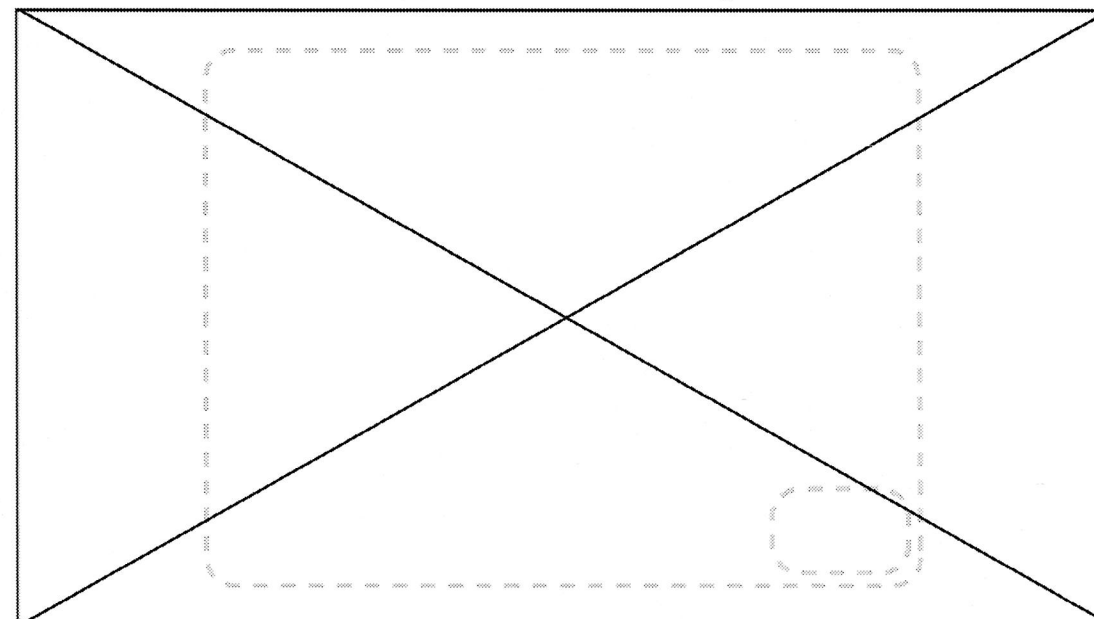
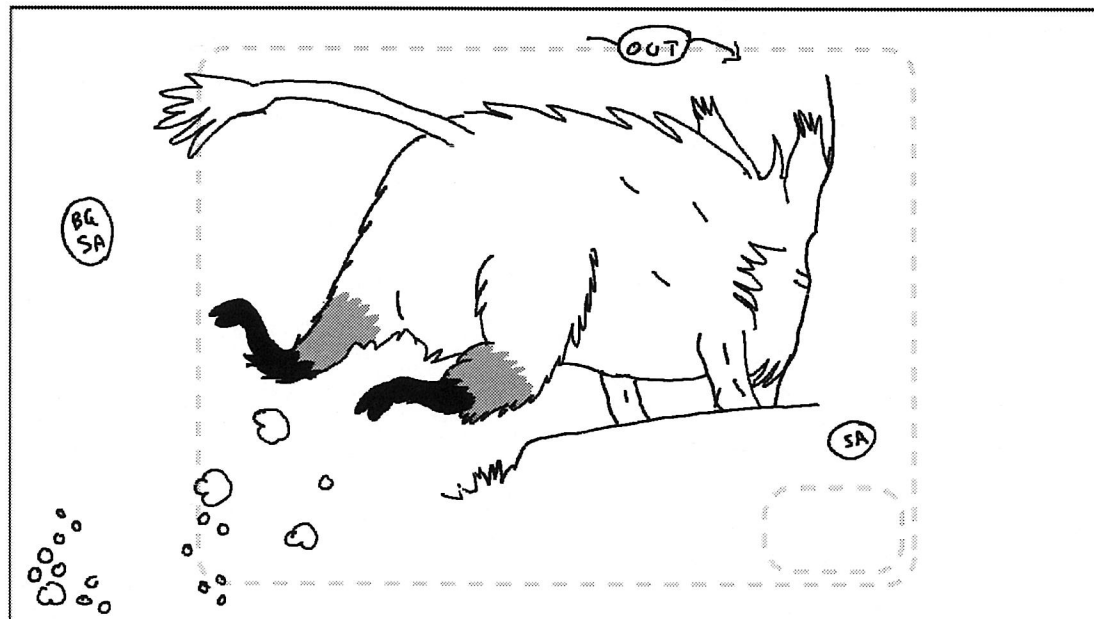
day night

Sc. —

Pnl. —

Bg. —

day night



Dialog:

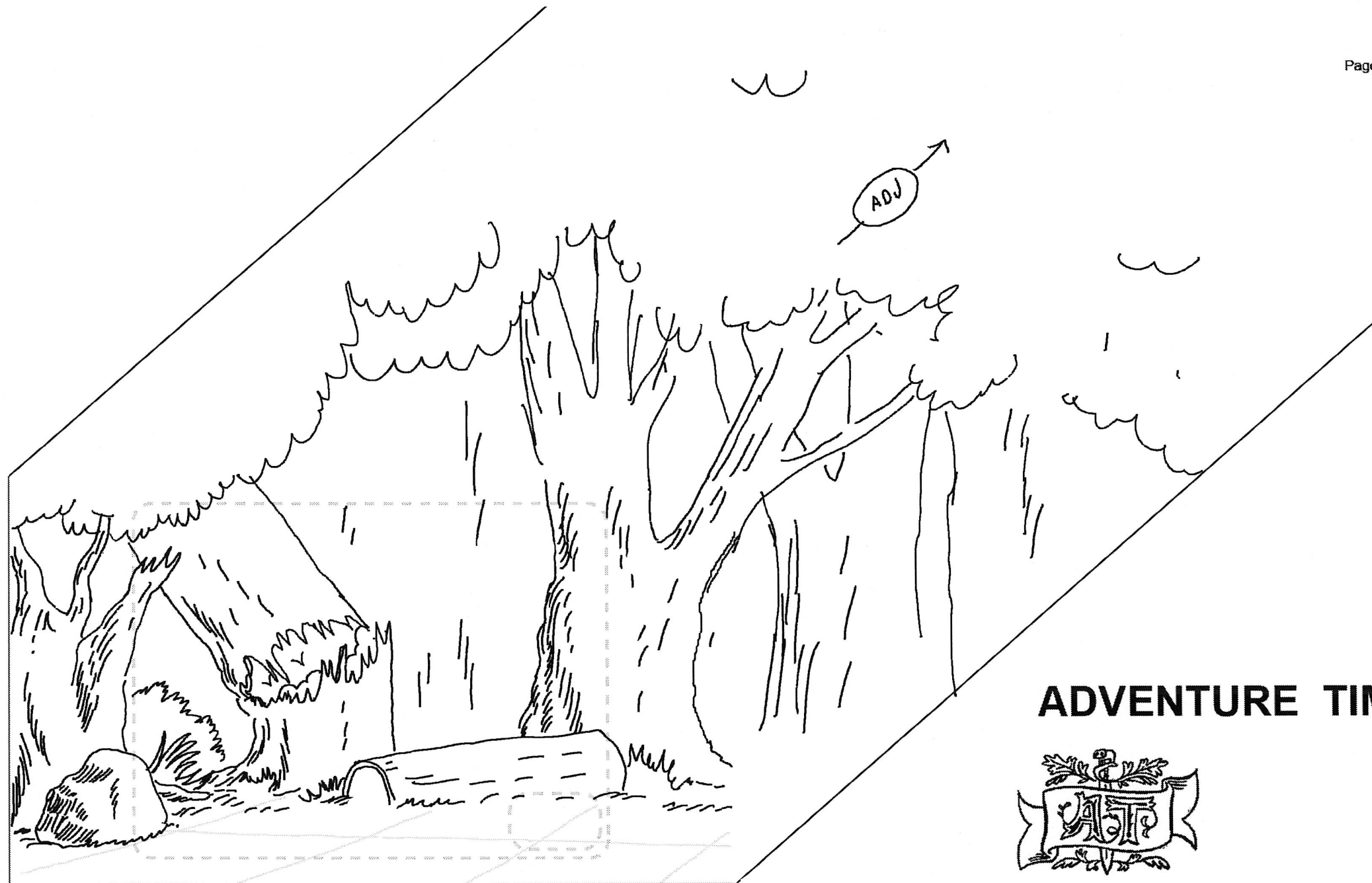
Action:

Timing:

1034-214

EPISODE

Production :



ADVENTURE TIME

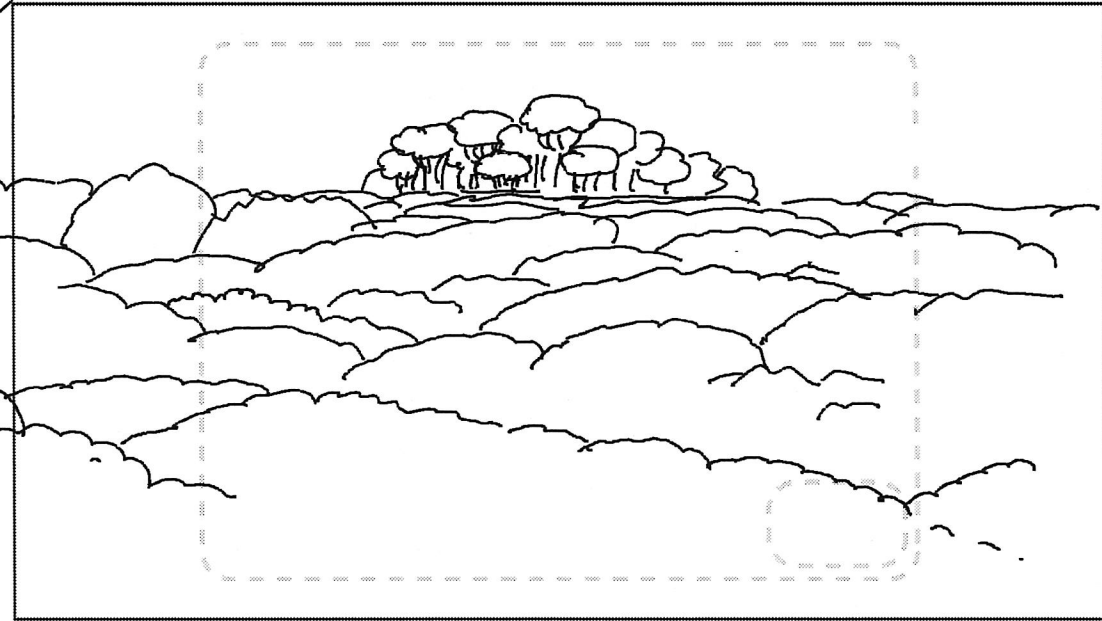


Sc. 53

Pnl. P

Bg.

day night



ADJ
(CONT.)

OLD
GROWTH
FOREST.

1034-214

E0501A

Production :

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ADVENTURE TIME

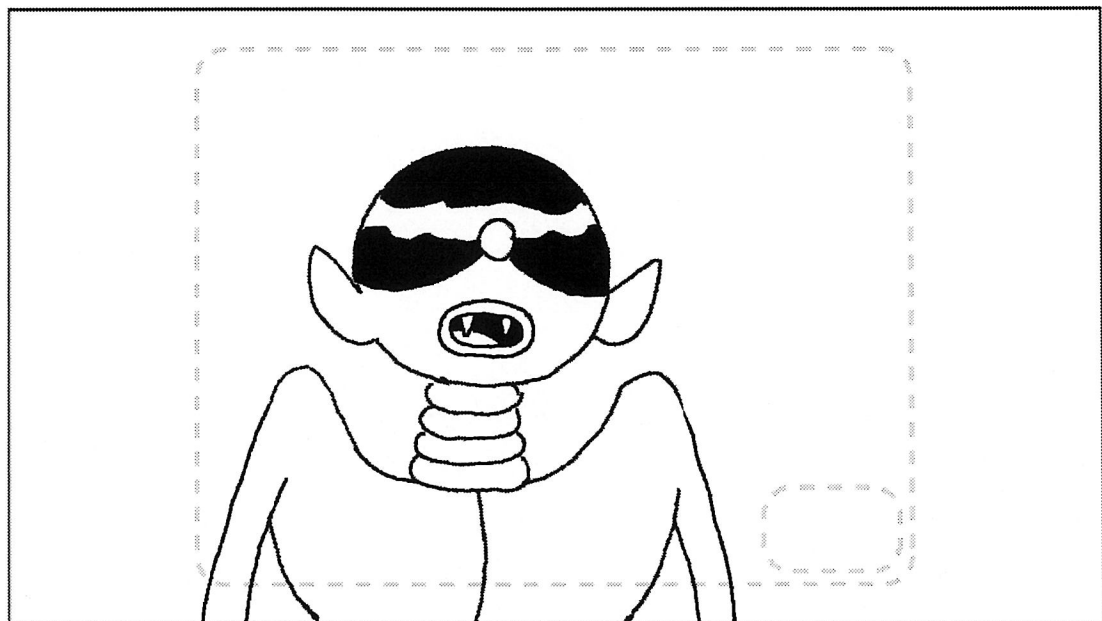


Sc. 54

Pnl. A

Bg.

day night



Sc. 55

Pnl. A

Bg.

day night



Dialog:
⑤ ENOUGH! IF YOU ARE GOING TO CATERWAUL LIKE THIS THEN I MAY AS WELL START BUILDING MY ARMY.
Action:
Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



Sc. 55

Pnl. B

Bg.

day night

Sc. 55

Pnl. C

Bg.

day night

Dialog:

ⓔ HASTA LUEGO, TURDS.

Action:

THE EMPRESS LOOKS SO
STIFF FROM THE SIDE!!

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



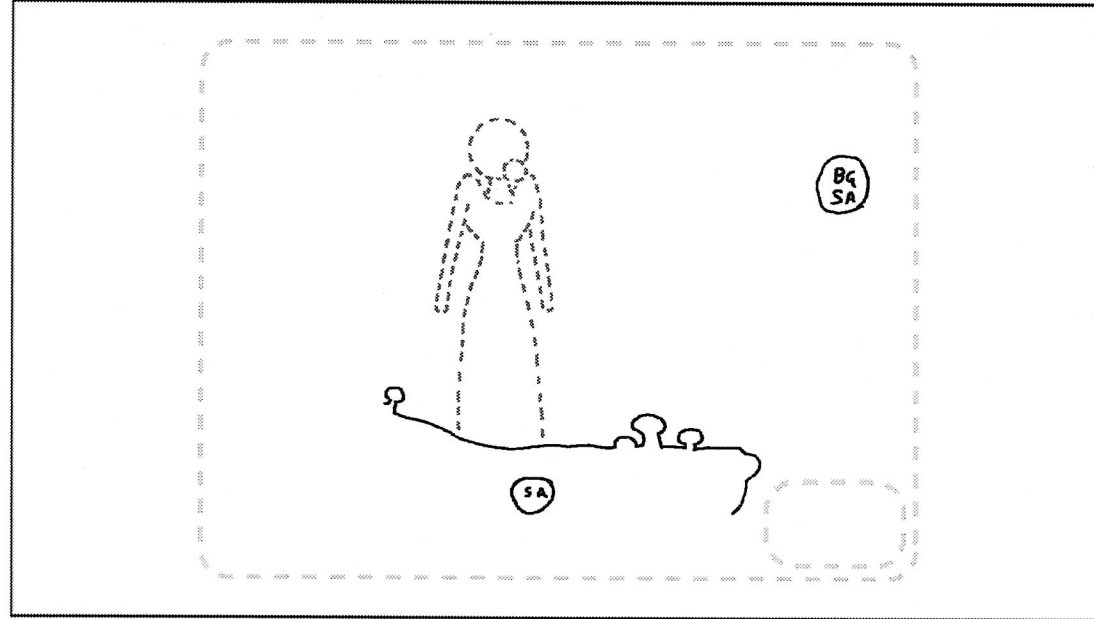
Page 86

Sc. 99

Pnl. 0

Bg.

day night

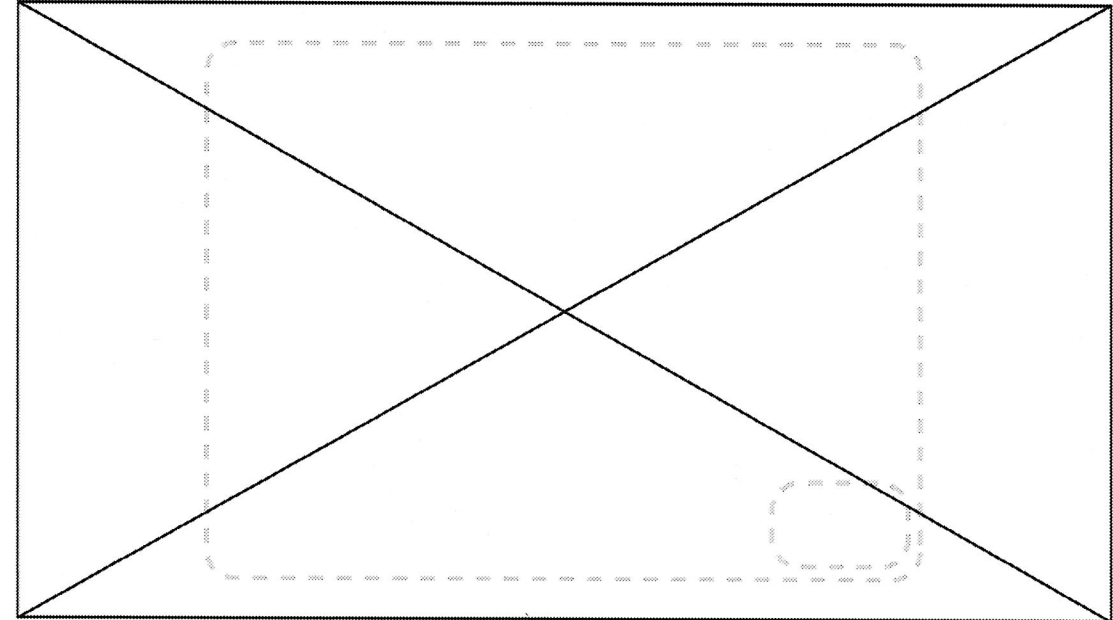


Sc. —

Pnl. —

Bg. —

day night



Dialog:

Action:

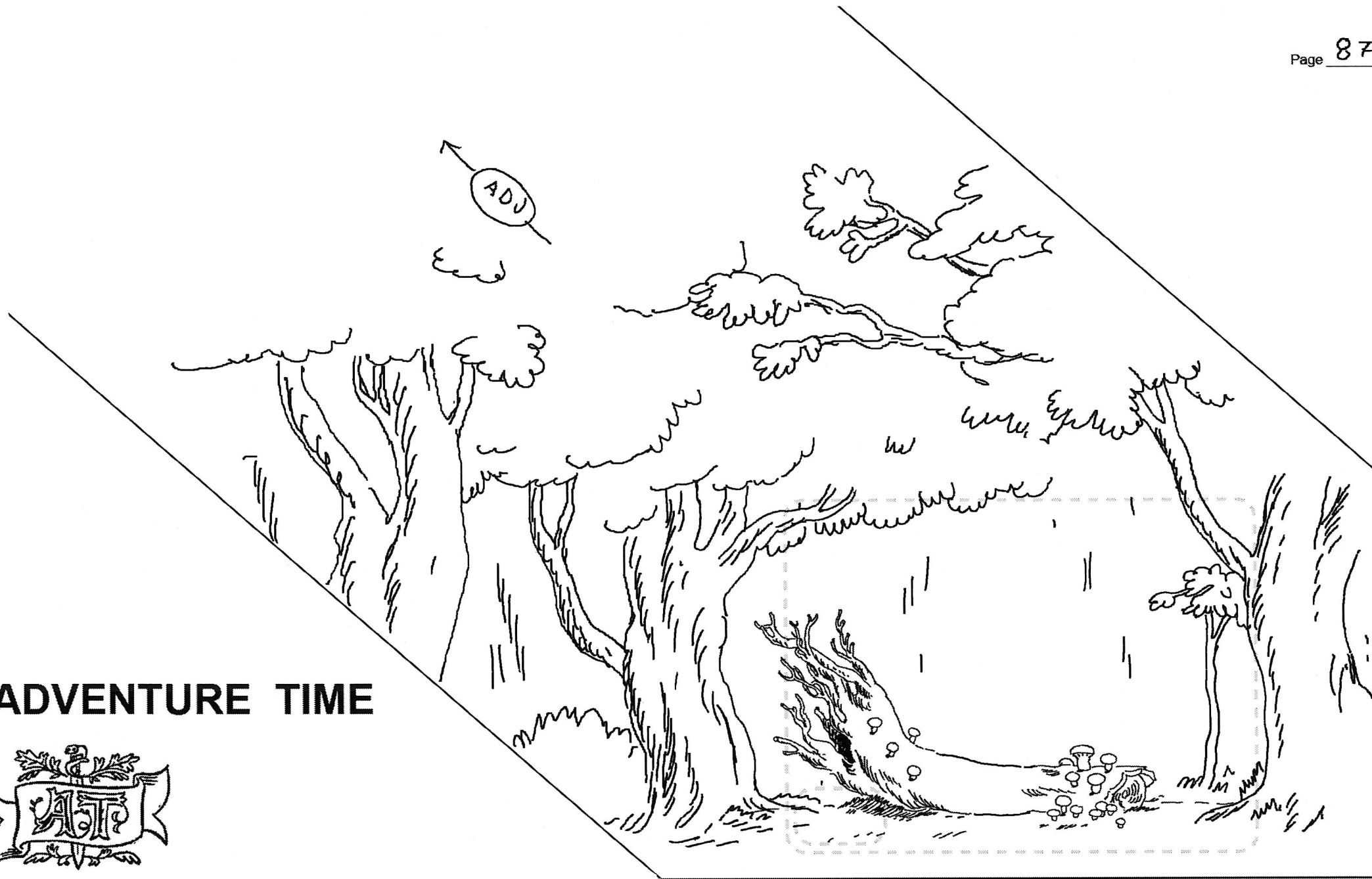
BECOMES INVISIBLE .

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME



1034-214

EPOSIA

Production :

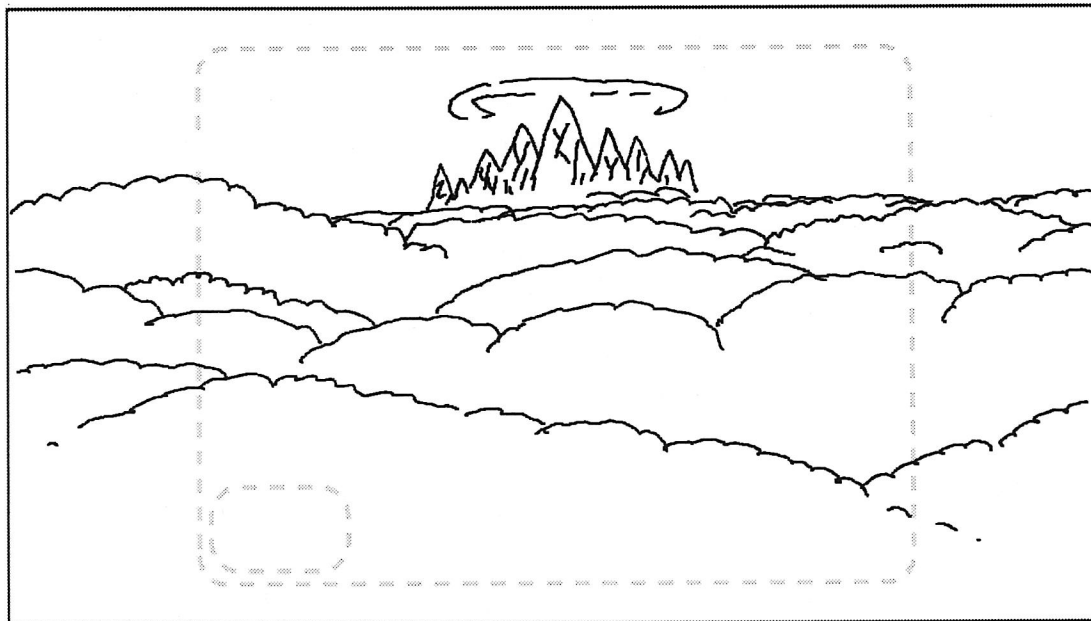
Sc. SS

Pnl. E

Bg.

day night

Page 88



ADVENTURE TIME



1034-214

EPISODE

Production :

THE
ICE
KINGDOM.

ADJ
(CONT.)



ADVENTURE TIME

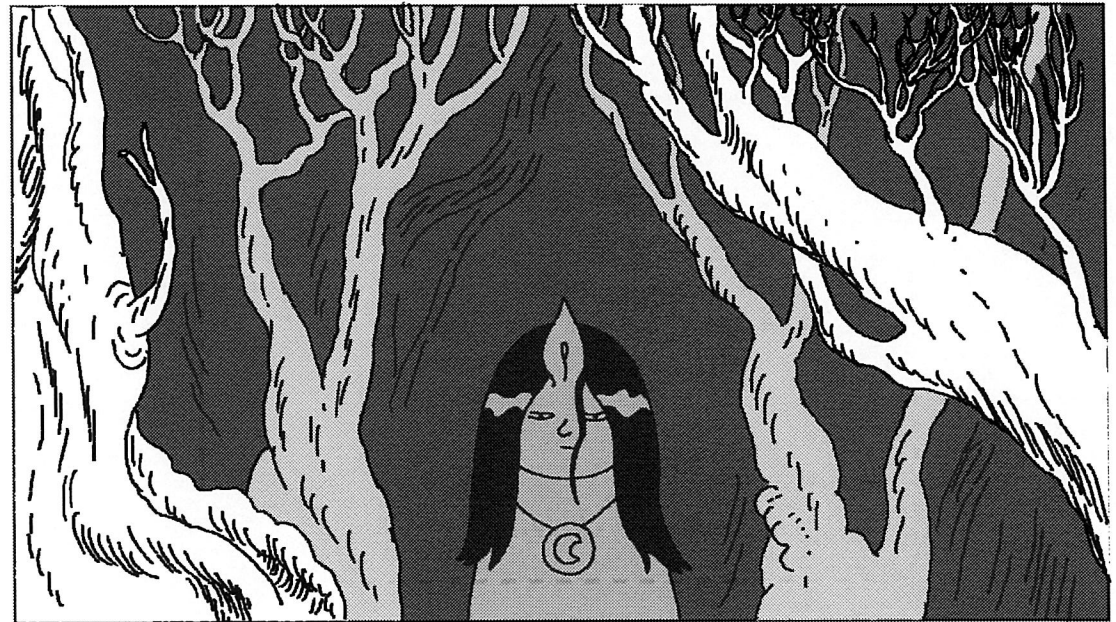


Page 89

Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



Dialog:
Action:
Timing:

SLIDES INTO THE DARKNESS

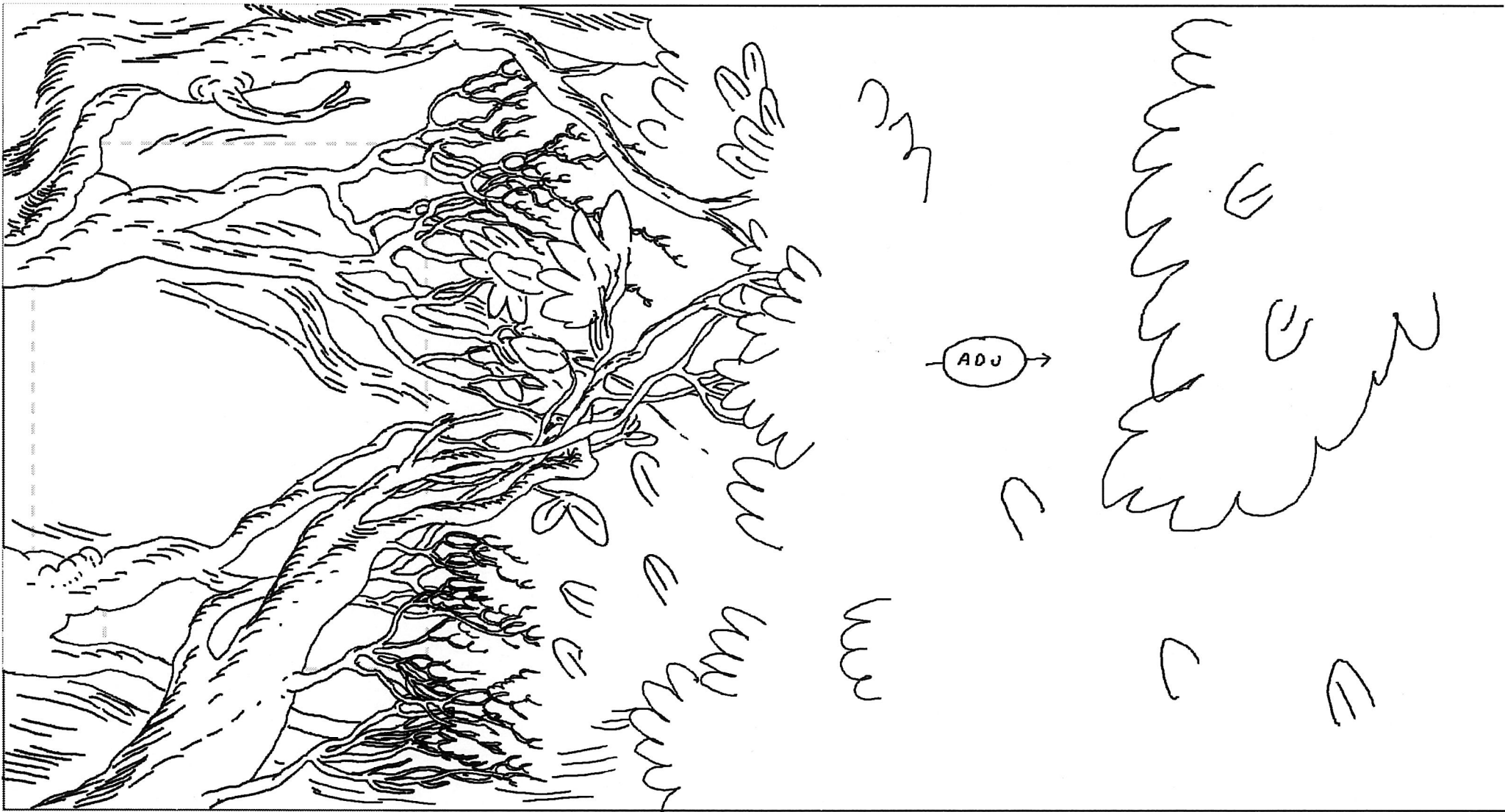
1034-214

EPISODE #

Production :

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ADVENTURE TIME



1034-214 # EPISODE

Production :

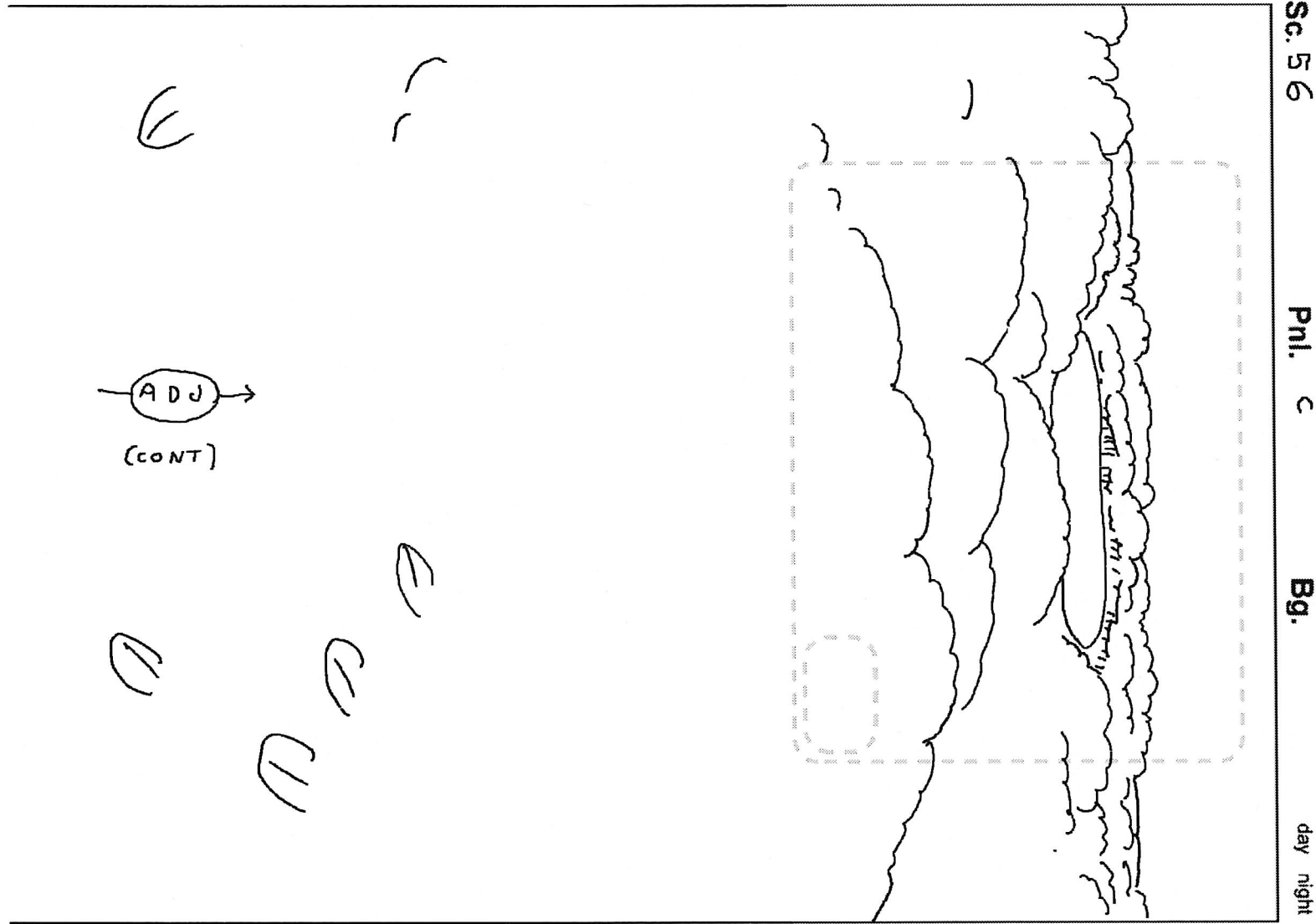
ADVENTURE TIME



1034-214

EPISODE 3

Production :



A LAKE

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ADVENTURE TIME



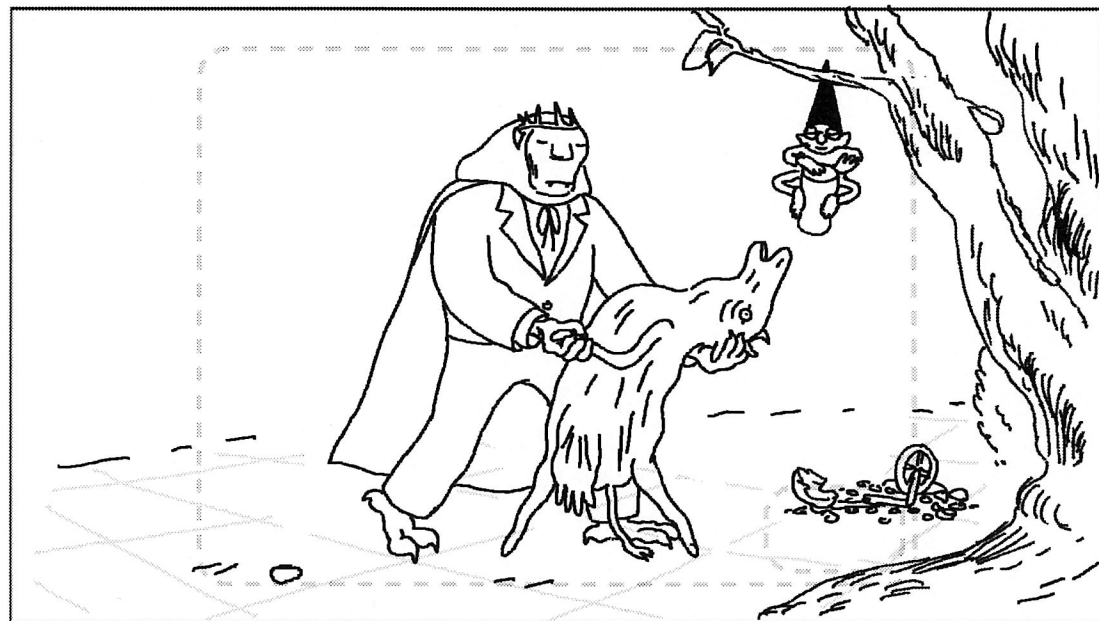
Page 92

Sc. 57

Pnl. A

Bg.

day night

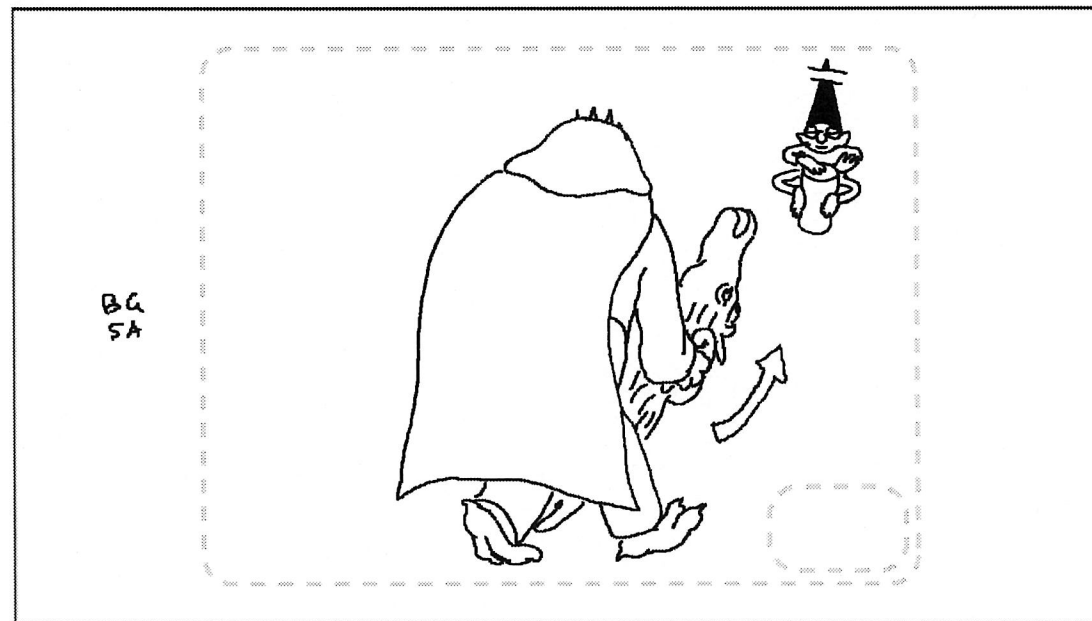


Sc. 57

Pnl. B

Bg.

day night



Dialog:

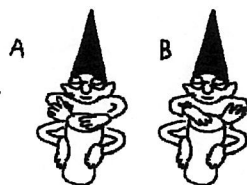
~~(SFX)~~ DRUMMING

(K) HUMMING / SINGING.

Action:

- KING DANCING,
- FOOL DRUMMING

Timing:



DRUMMING

1034-214

EPISODE

Production :

ADVENTURE TIME



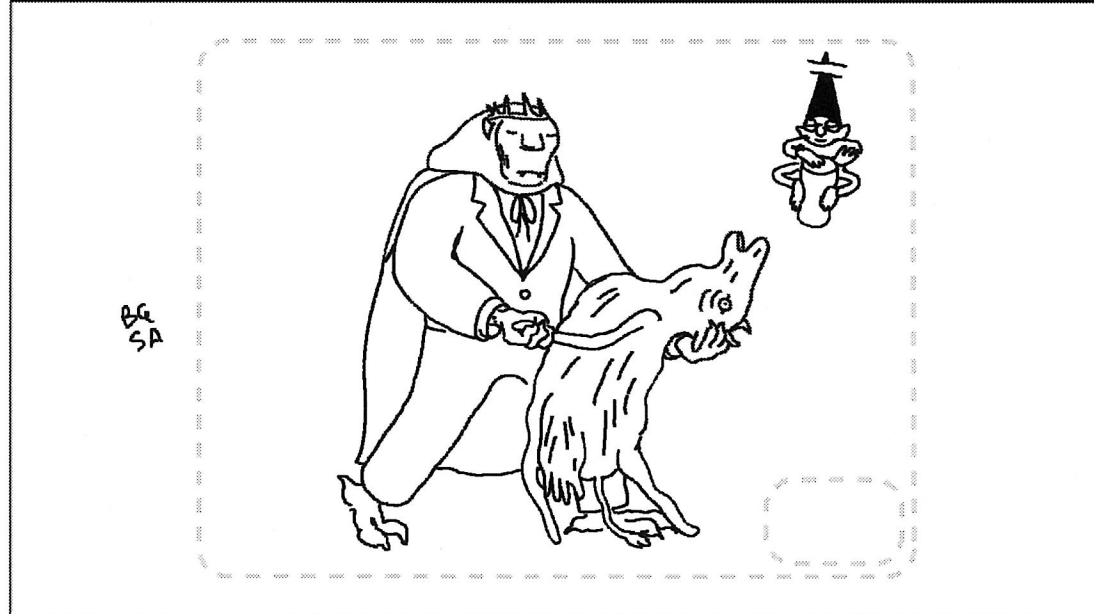
Page 93

Sc. 57

Pnl. c

Bg.

day night

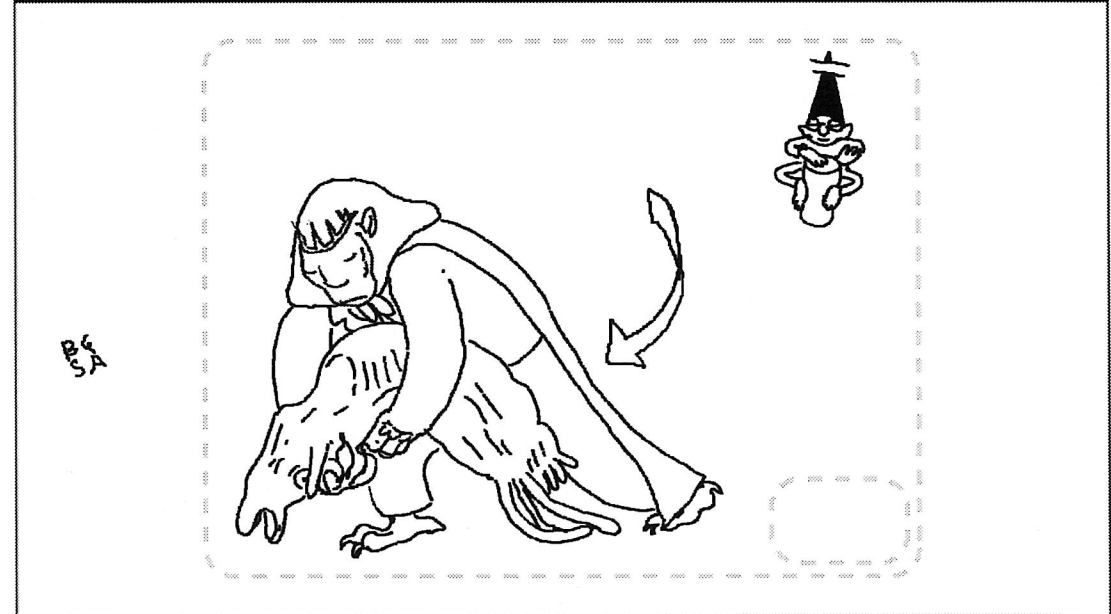


Sc. 57

Pnl. d

Bg.

day night



Dialog:

Action:

... AND DIP!

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

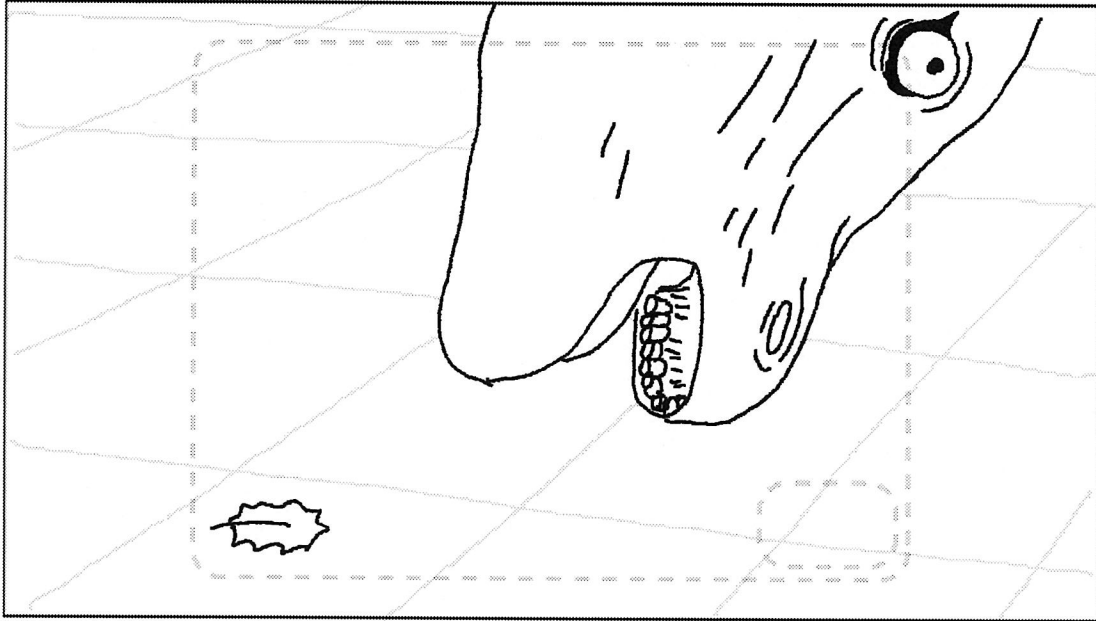


Sc. 58

Pnl. A

Bg.

day night

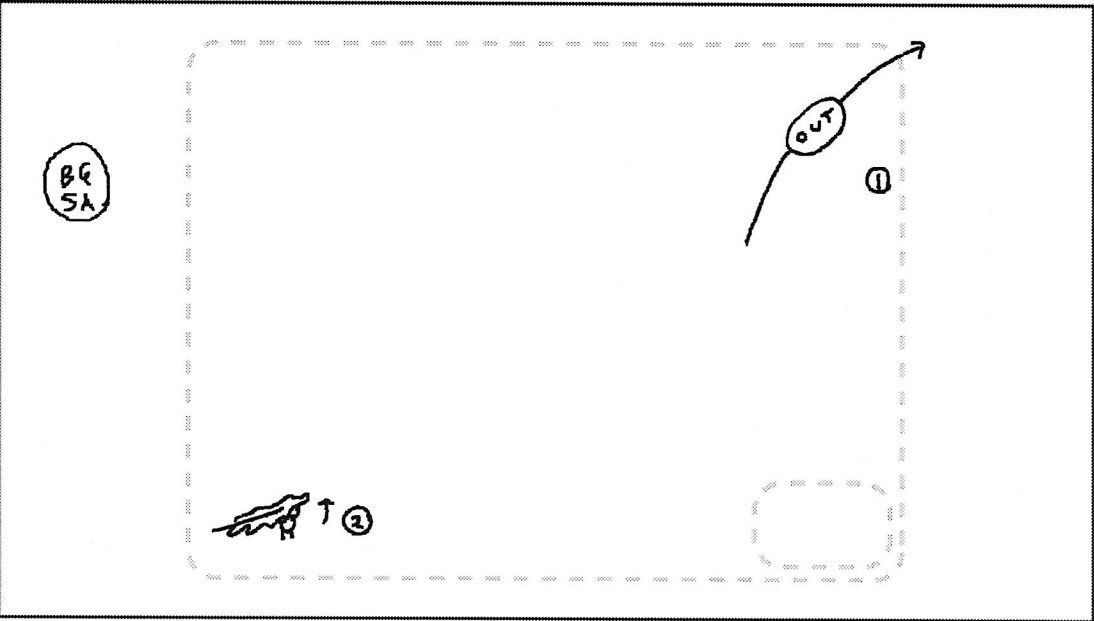


Sc. 58

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



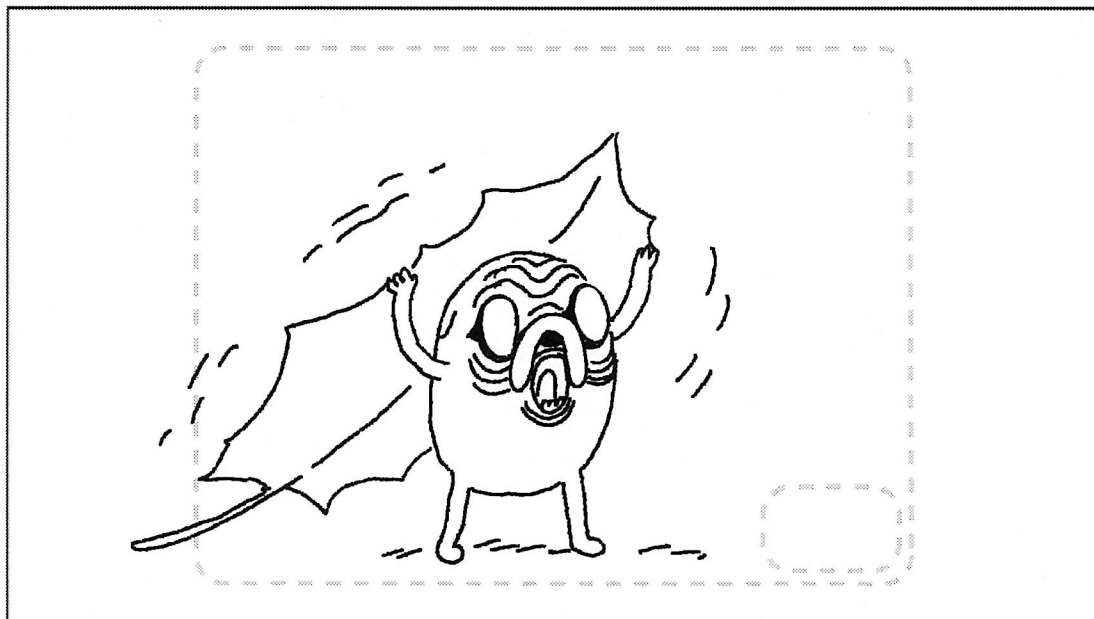
Page 95

Sc. 59

Pnl. A

Bg.

day night

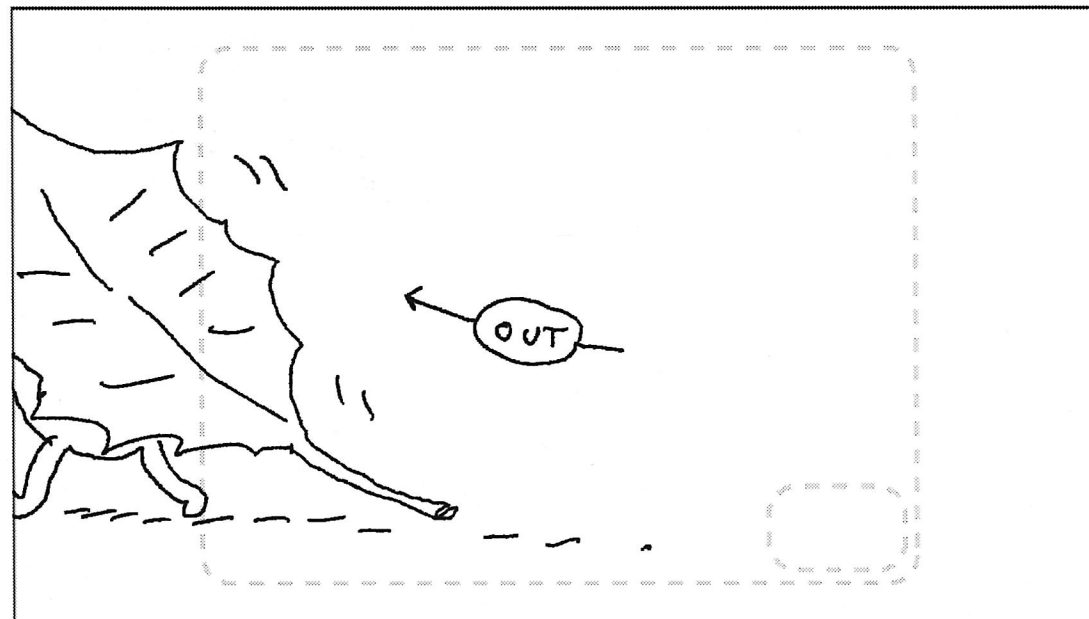


Sc. 59

Pnl. B

Bg.

day night



Dialog:

Action:

SHAKING WITH FRIGHT!

Timing:

1034-214

EPISODE #

Production :

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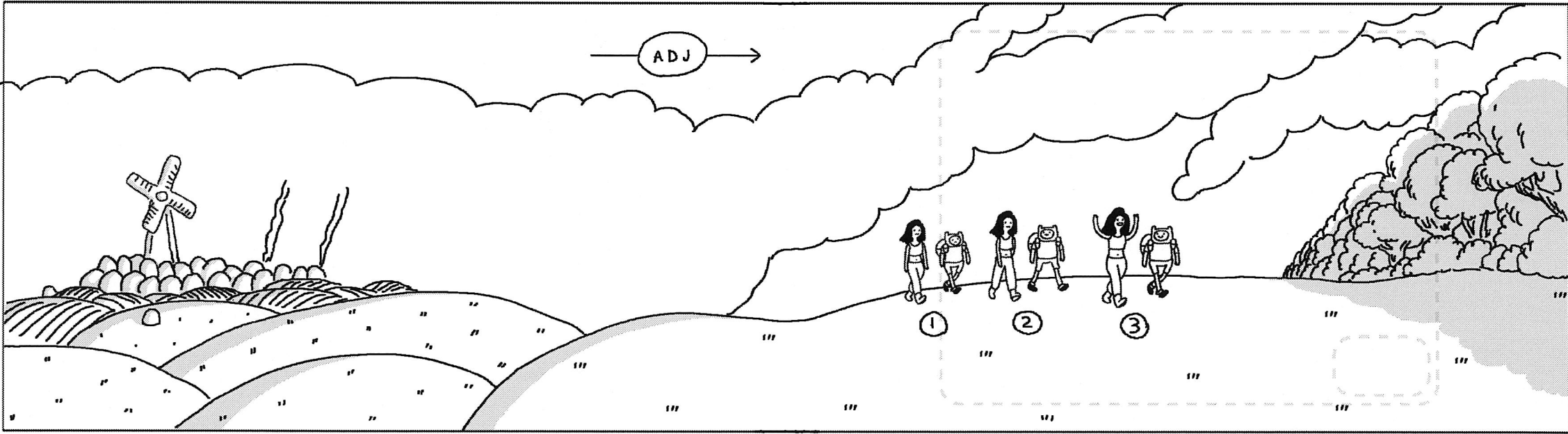
ADVENTURE TIME



Sc. 60

Pnl. A

Bg.



Dialog:

(F) ① YOU SURE ② THE SUN'S NOT HURTING
YOU AT ALL?

(M) ③ NOPE THIS IS GREEEEAT!!!

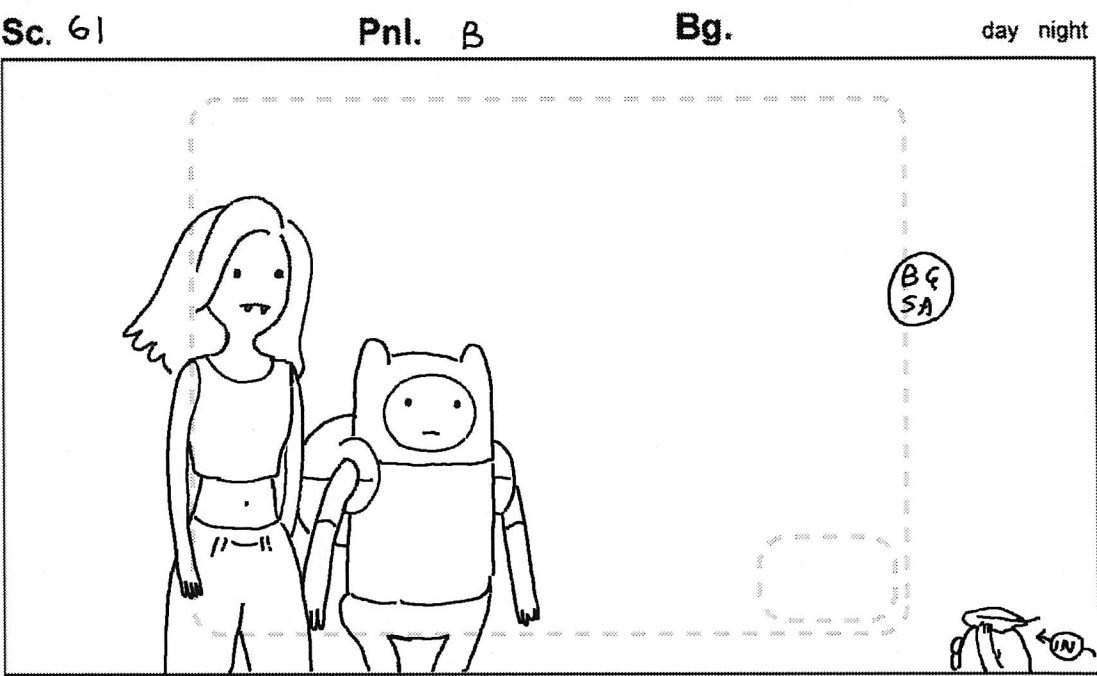
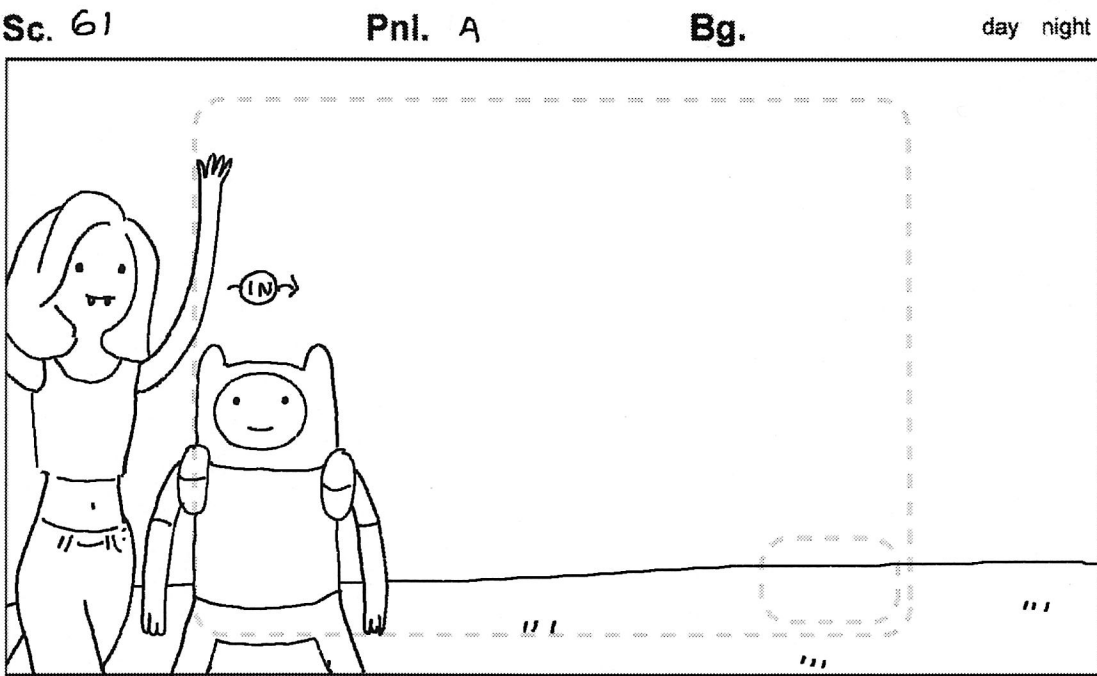
Action:

Timing:

1034-214 #EPISODE 1A

Production :

ADVENTURE TIME



Dialog:	① GASPING & PANTING
Action:	JAKES STILL PRETTY SMALL.
Timing:	

1034-214

EPISODE #

Production :

ADVENTURE TIME



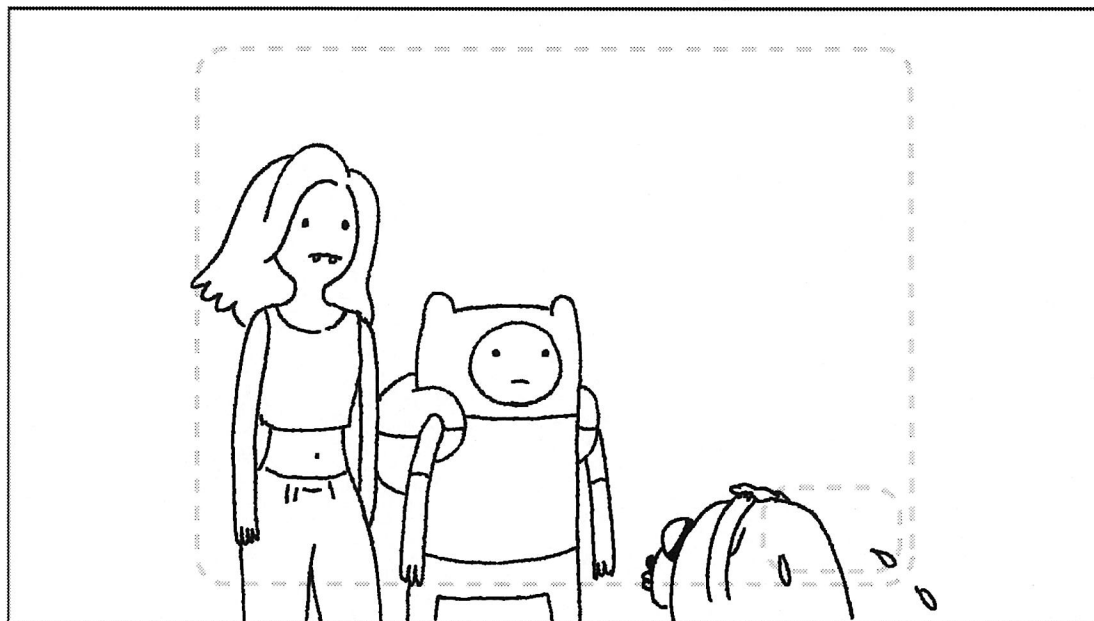
Page 98

Sc. 61

Pnl. c

Bg.

day night

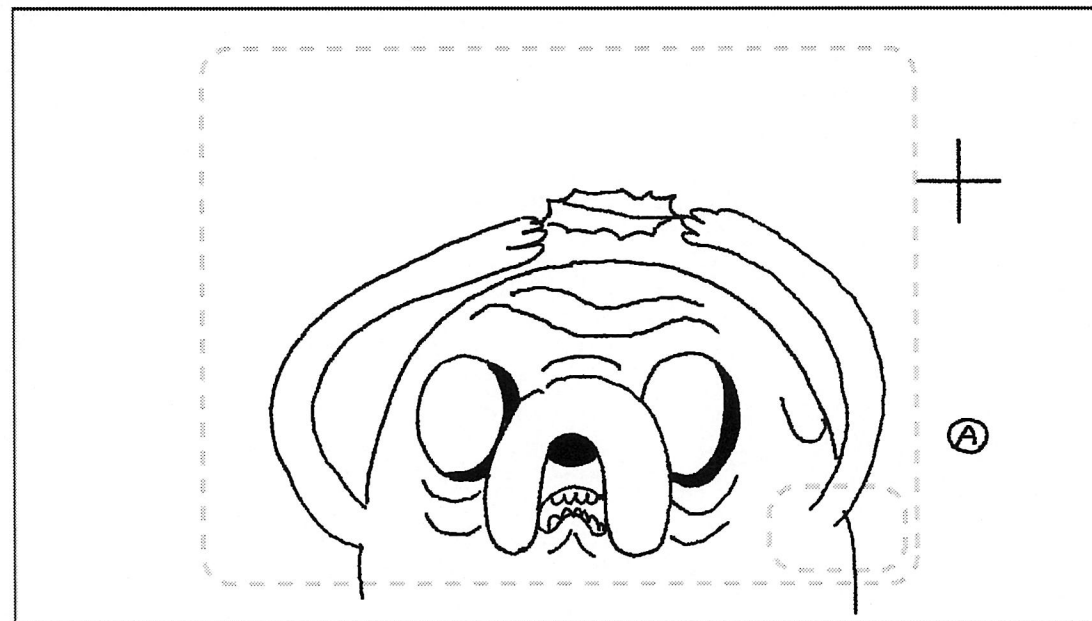


Sc. 62

Pnl. A

Bg.

day night



Dialog:

① HUFF! HUFF!

Action:

ABABA
BREATHING
HEAVY

Timing:

① HUFF! HUFF! HUFF!
I'M, HOO



1034-214

EPISODE #

Production :

ADVENTURE TIME

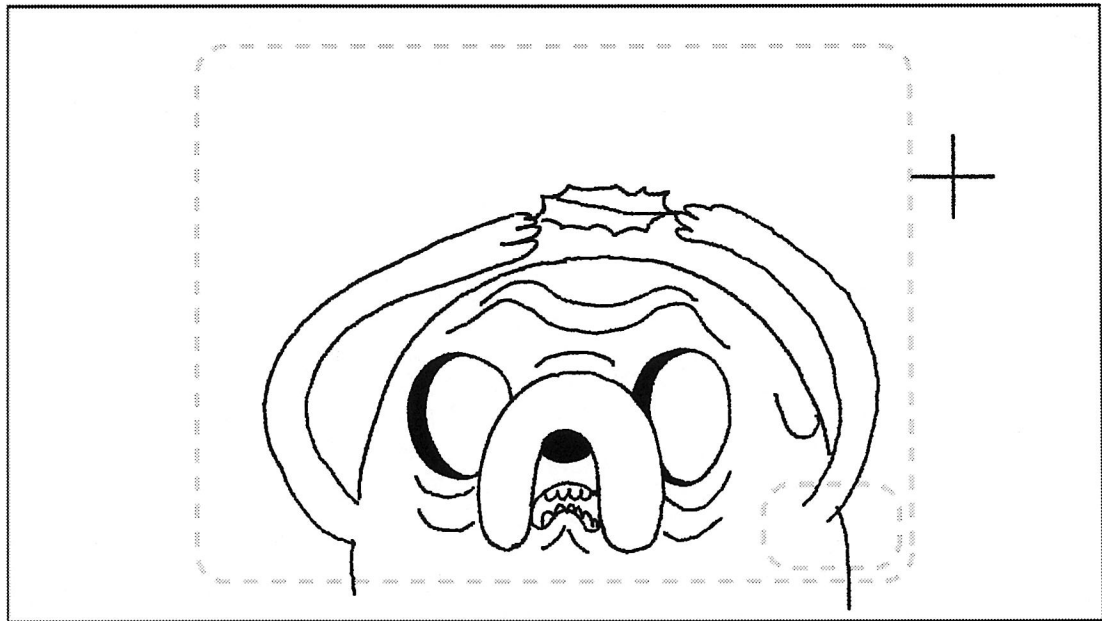


Sc. 62

Pnl. B

Bg.

day night

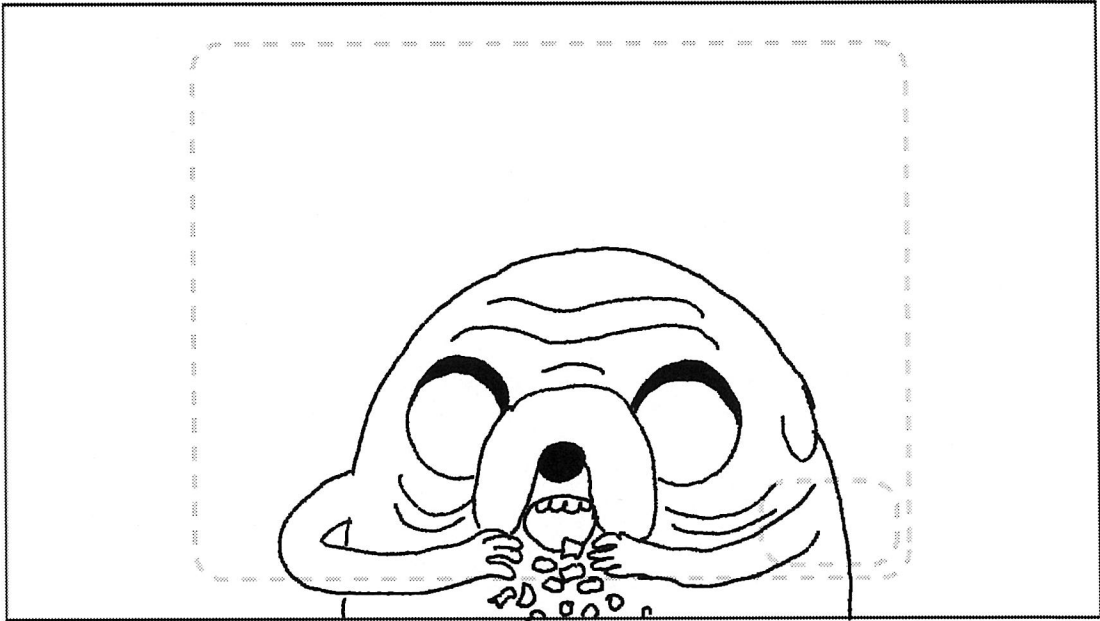



Sc. 62

Pnl. C

Bg.

day night



Dialog:	① HUFF COW HUFF TEETH AND HUFF SHIRLEY TEMPLE.	① A A A A A H!
Action:		TEARS UP LEAF.
Timing:		

1034-214

EPISODE #

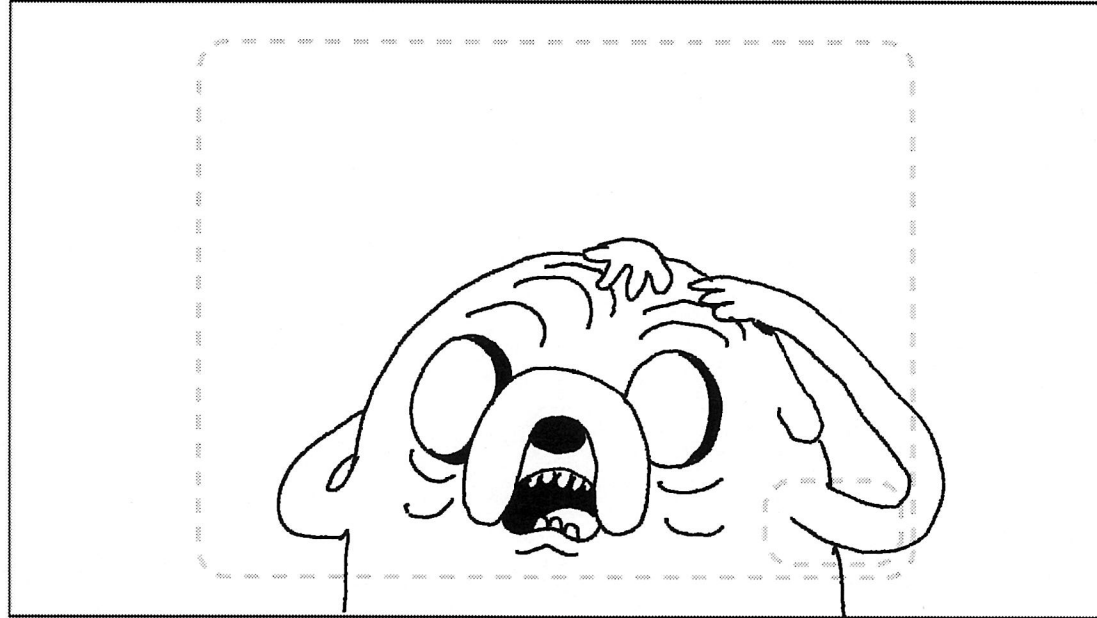
Production :

ADVENTURE TIME

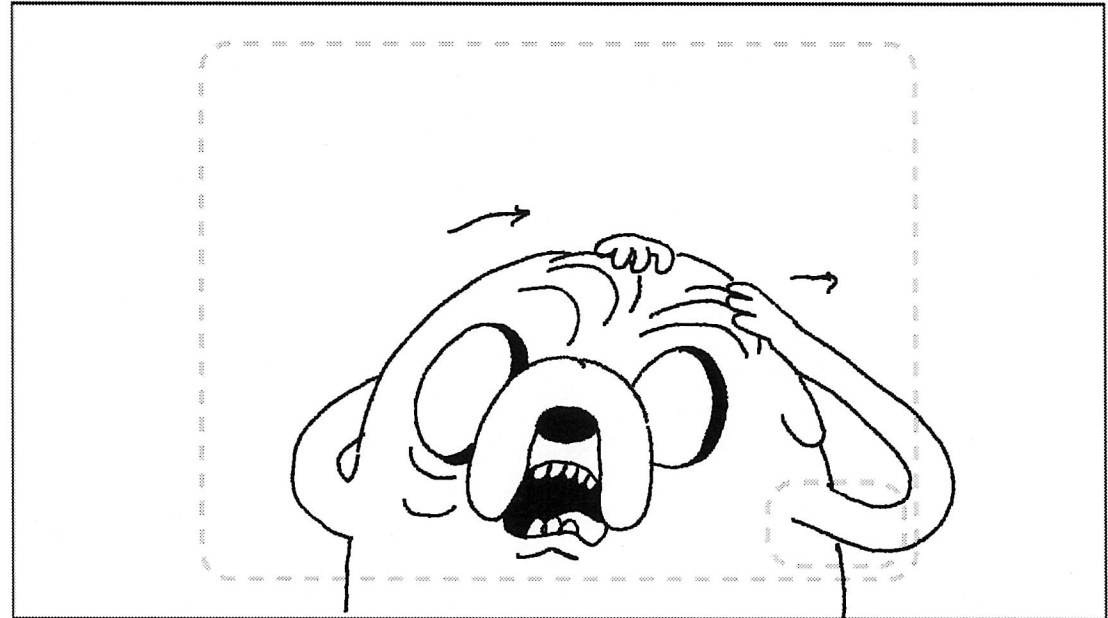


Page 100

Sc. 62 Pnl. D Bg. day night



Sc. 62 Pnl. E Bg. day night



Dialog:

Q I RAN INTO SOME VAMPIRES!

Action:

PULLING BACK HIS SKIN.

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME



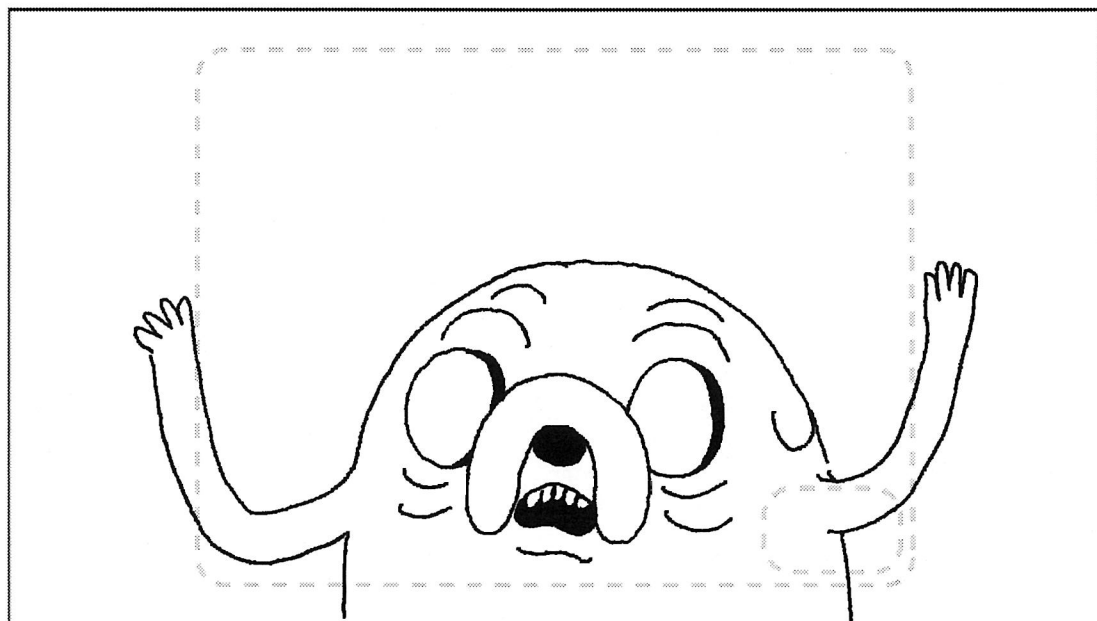
Page 101

Sc. 62

Pnl. F

Bg.

day night

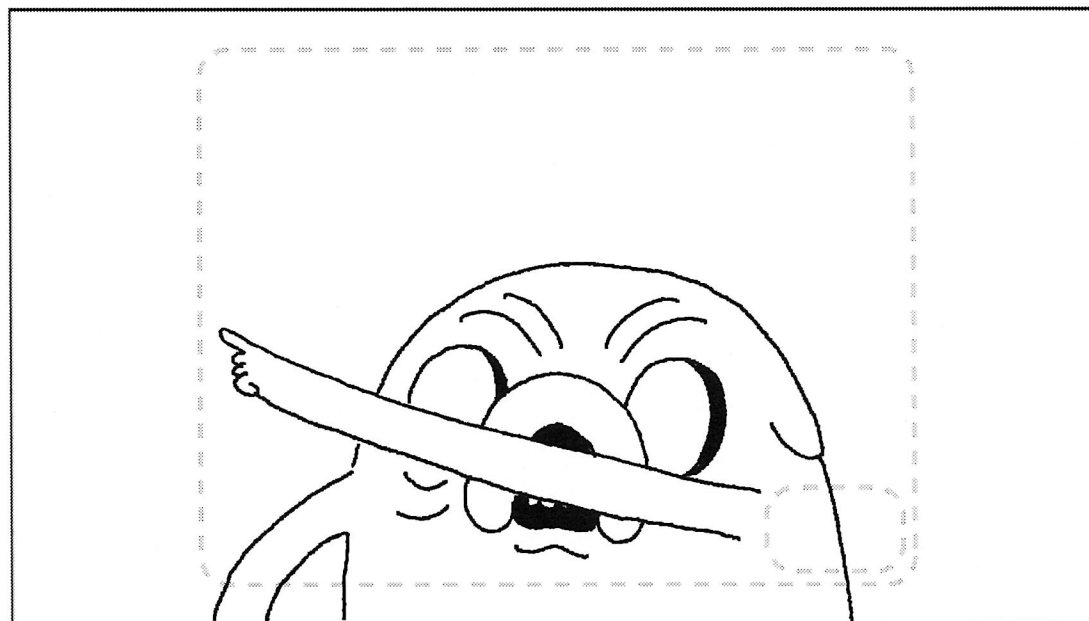


Sc. 62

Pnl. G

Bg.

day night



Dialog:

① THEY WERE BEING WEIRD AS
CRABS,

① (CONT) DO YOU KNOW THESE
OILY DOILIES, MARCELINE?!

Action:

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

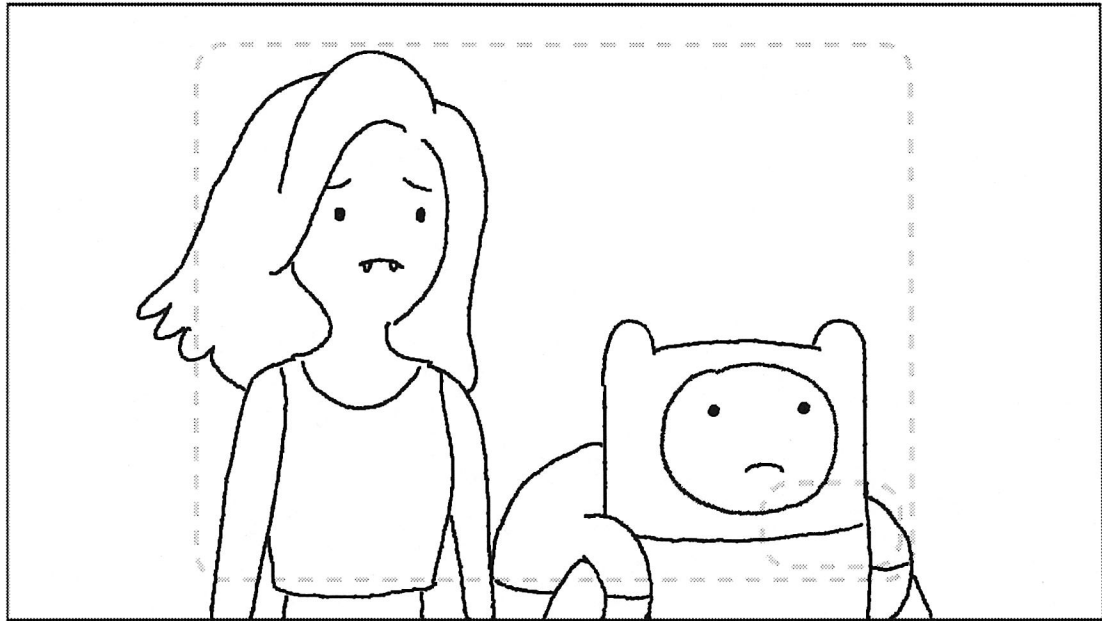


Sc. 63

Pnl. A

Bg.

day night

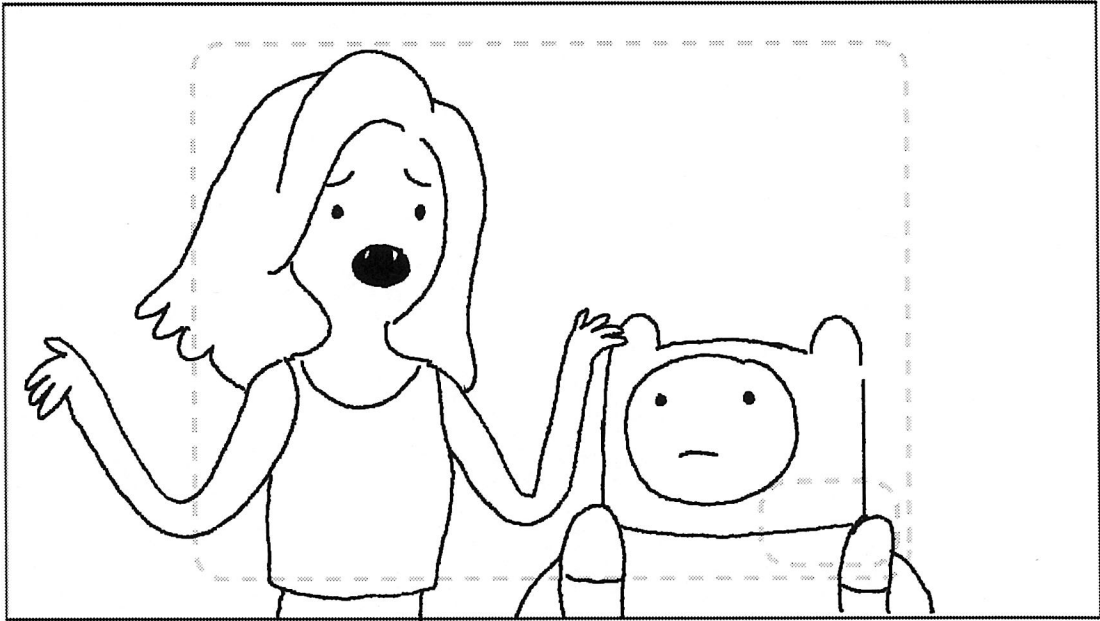


Sc. 63

Pnl. B

Bg.

day night



Dialog:

Ⓜ/ WHAT , NO.!

Action:

Timing:

1034-214 #EPOSIA

Production :

ADVENTURE TIME

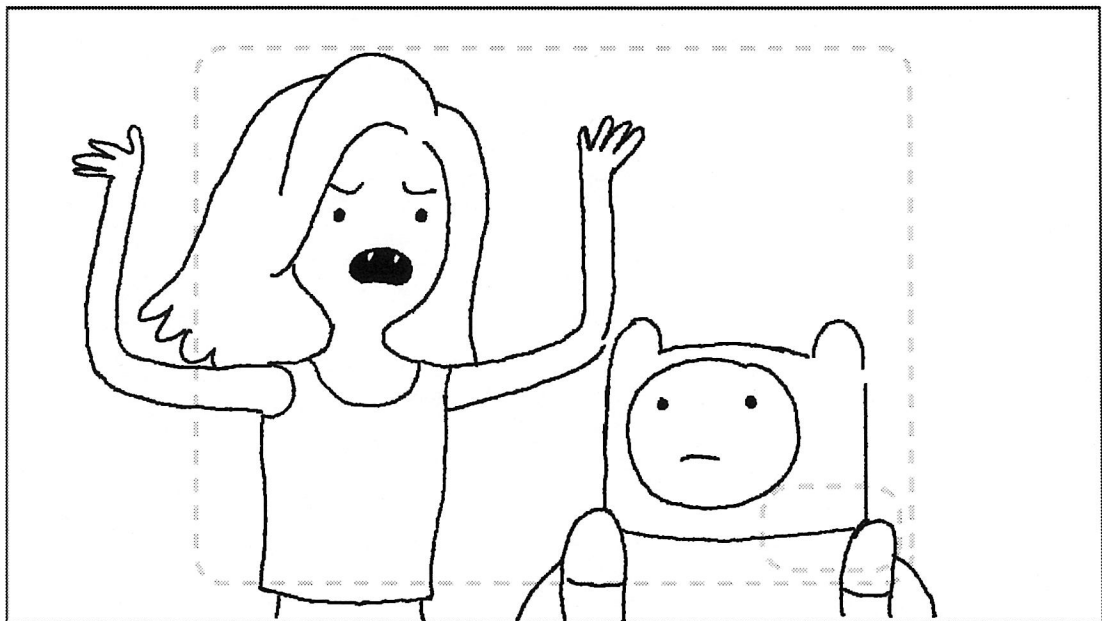


Sc. 63

Pnl. C

Bg.

day night

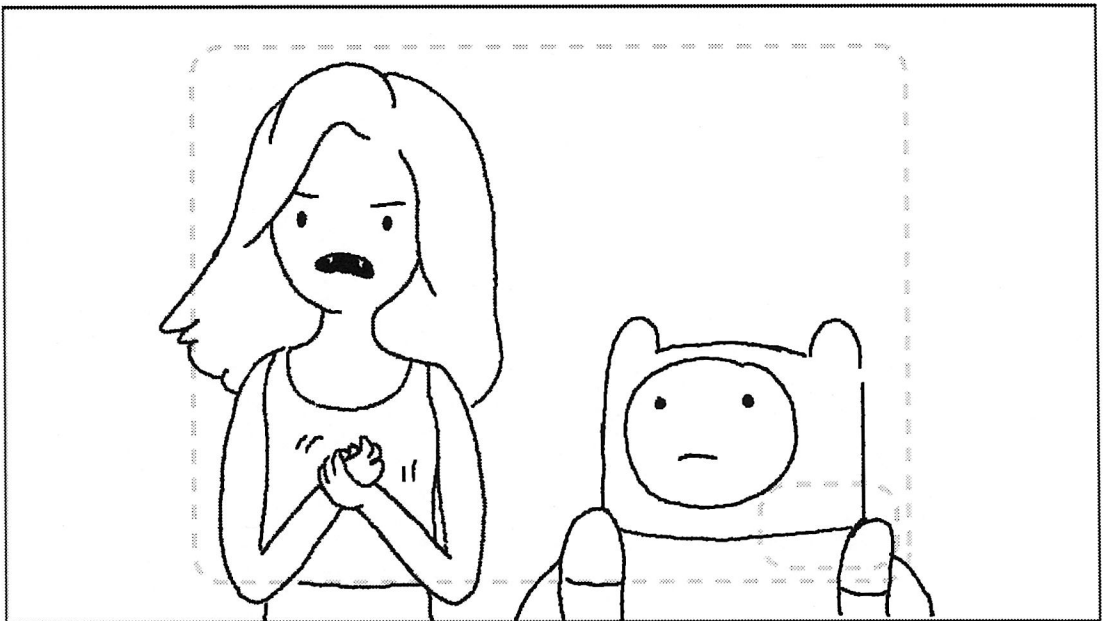


Sc. 63

Pnl. D

Bg.

day night



Dialog:

(M) I MEAN , NO! I'M CURED !

(M) ... IT IS WEIRD THOUGH, THAT THIS IS HAPPENING AT ABOUT THE SAME TIME I GOT UN-GUNKED...

Action:

RUBBING HANDS .

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

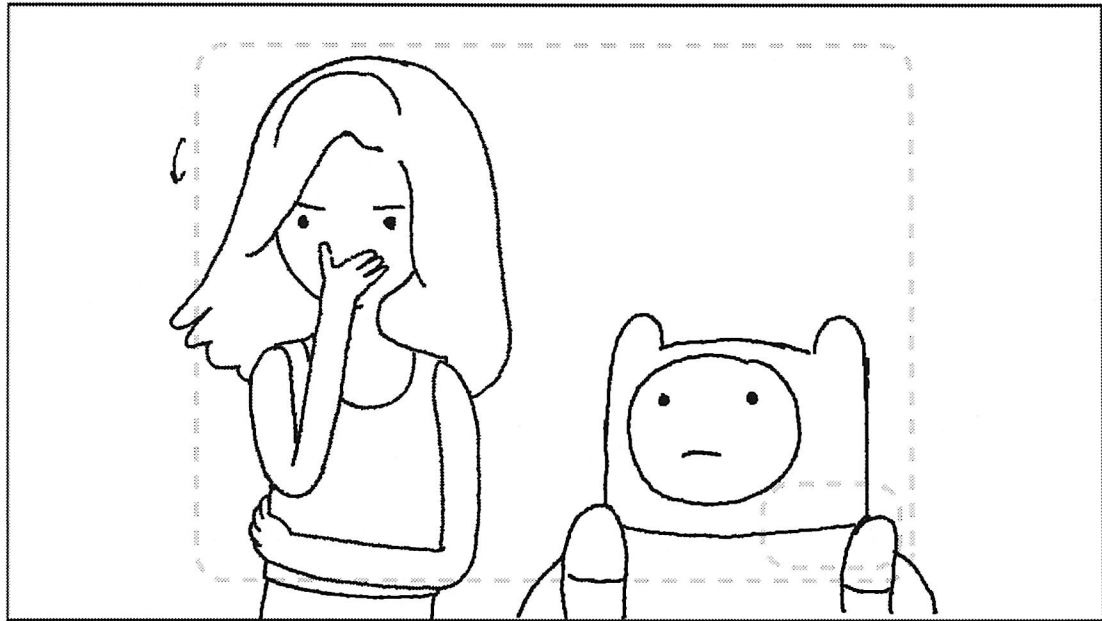


Sc. 63

Pnl. E

Bg.

day night

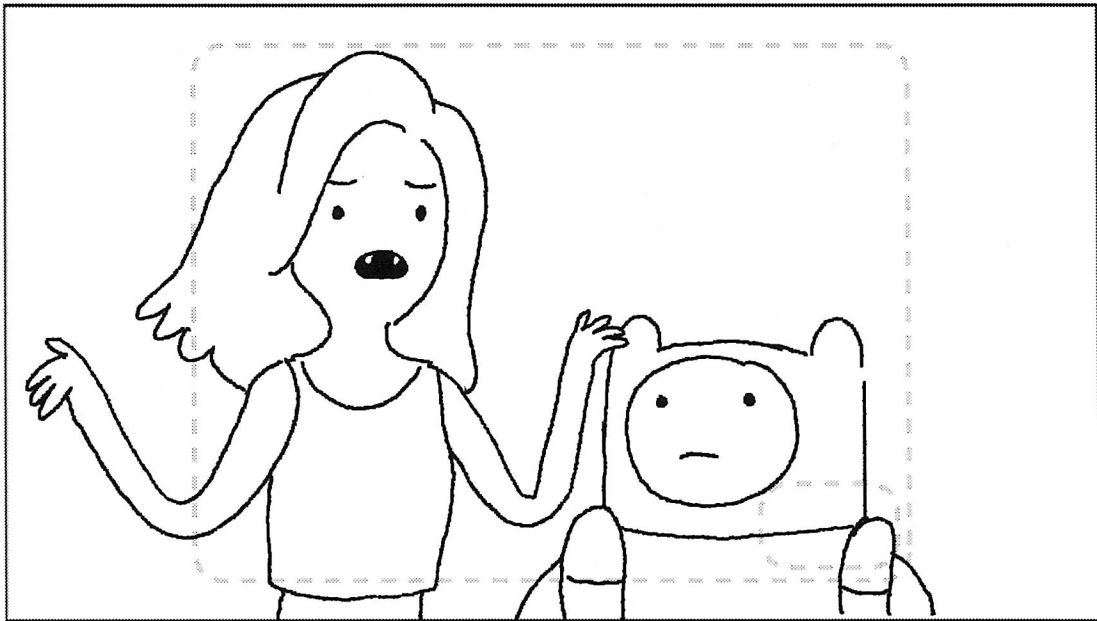


Sc. 63

Pnl. F

Bg.

day night



Dialog:

(M) I CAN'T NOODLE THIS OUT,

Action:

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



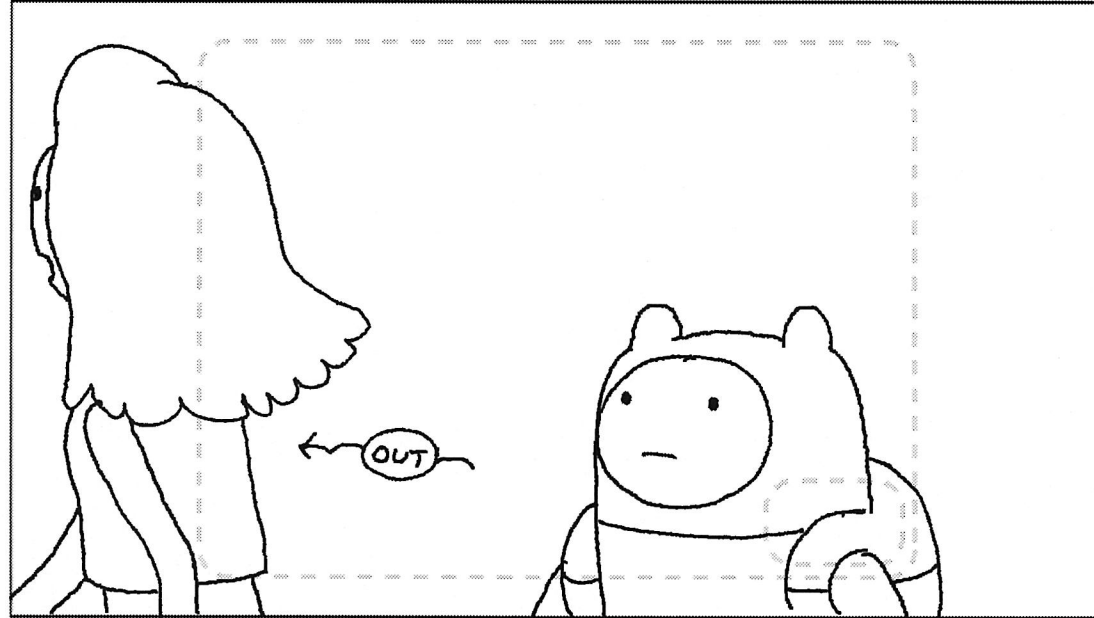
Page 105

Sc. 63

Pnl. E

Bg.

day night

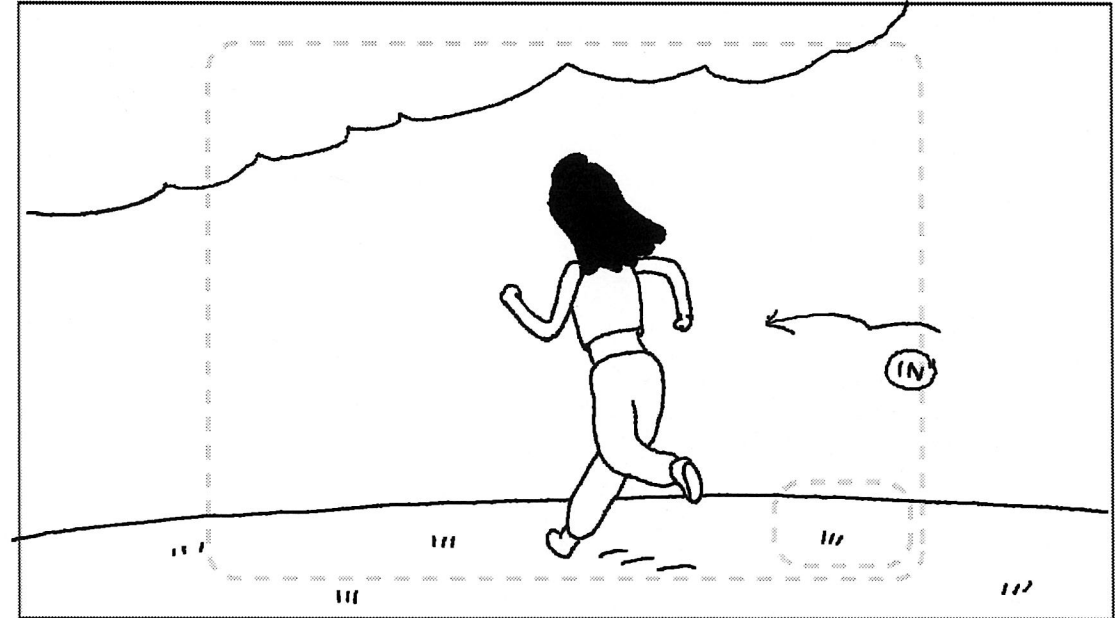


Sc. 64

Pnl. A

Bg.

day night



Dialog:

(M) I GOTTA GO SEE BONNIE.

Action:

RUNS OFF.

Timing:

1034-214

EPISODE

Production :



ADVENTURE TIME

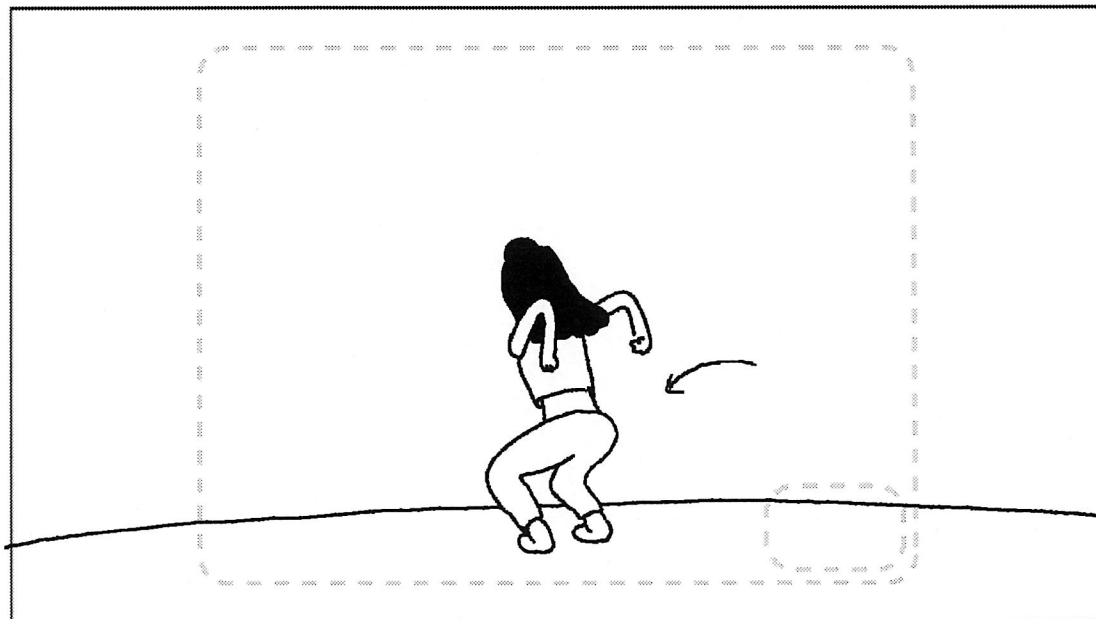
Page 106

Sc. 64

Pnl. A

Bg.

day night

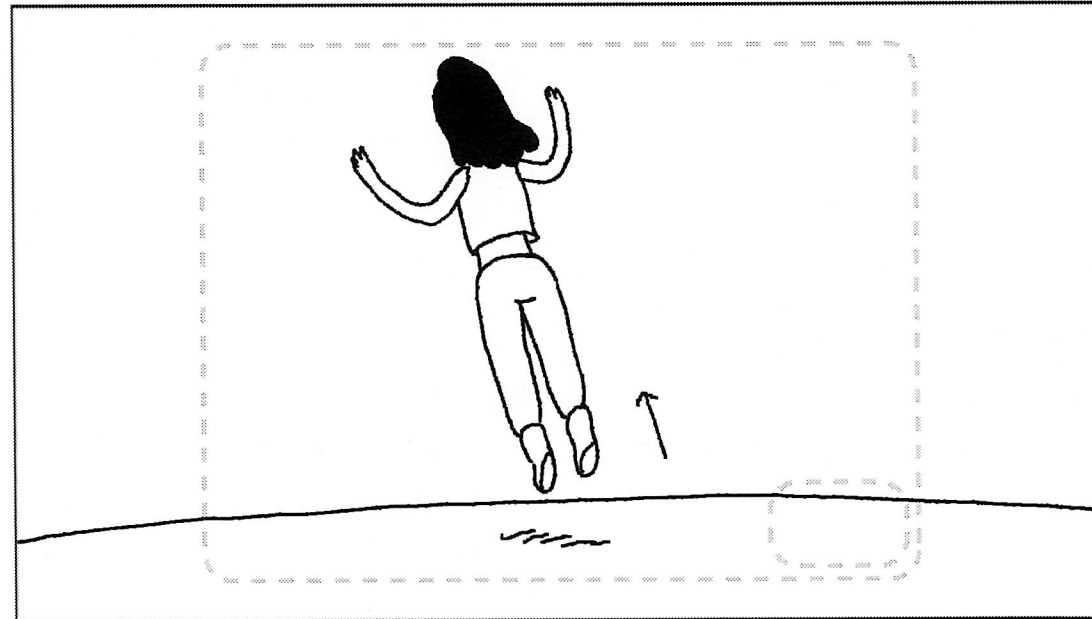


Sc. 64

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

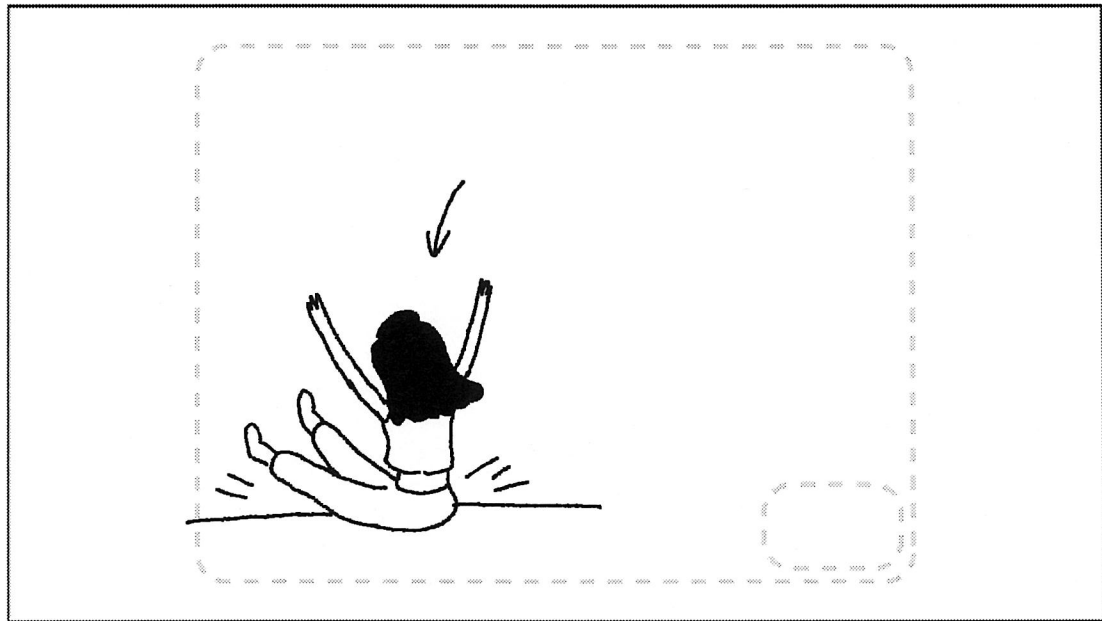


Sc. 64

Pnl. D

Bg.

day night

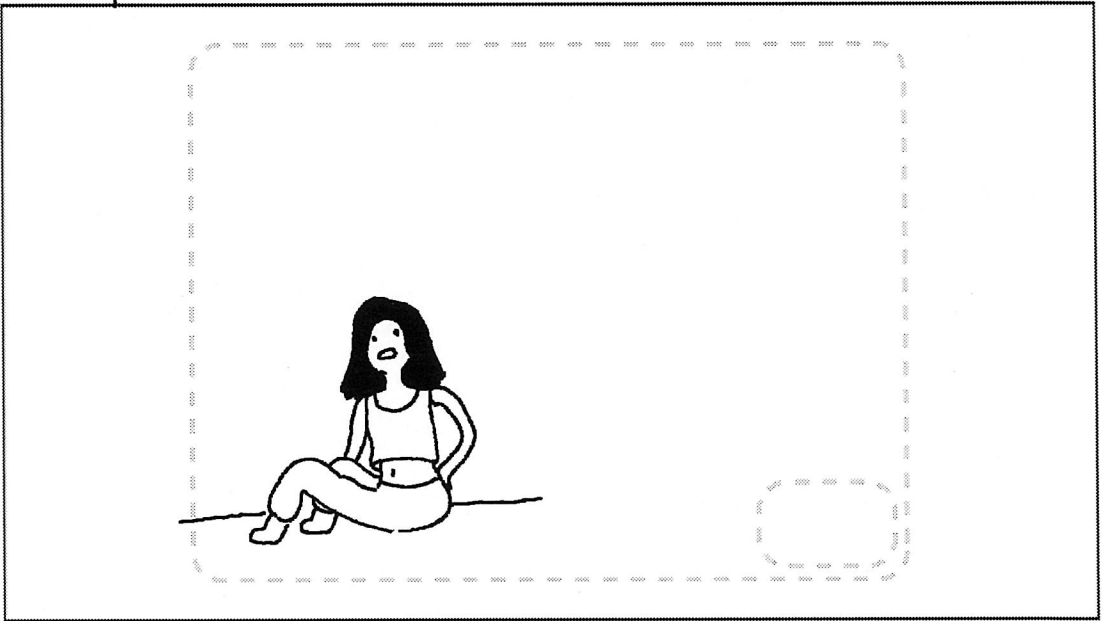


Sc. 64

Pnl. E

Bg.

day night



Dialog:

(M) ouch!

(M) OH YEAH, I GUESS I'M WALKIN'.

Action:

Timing:

1034-214 # EPISODE

Production :



ADVENTURE TIME

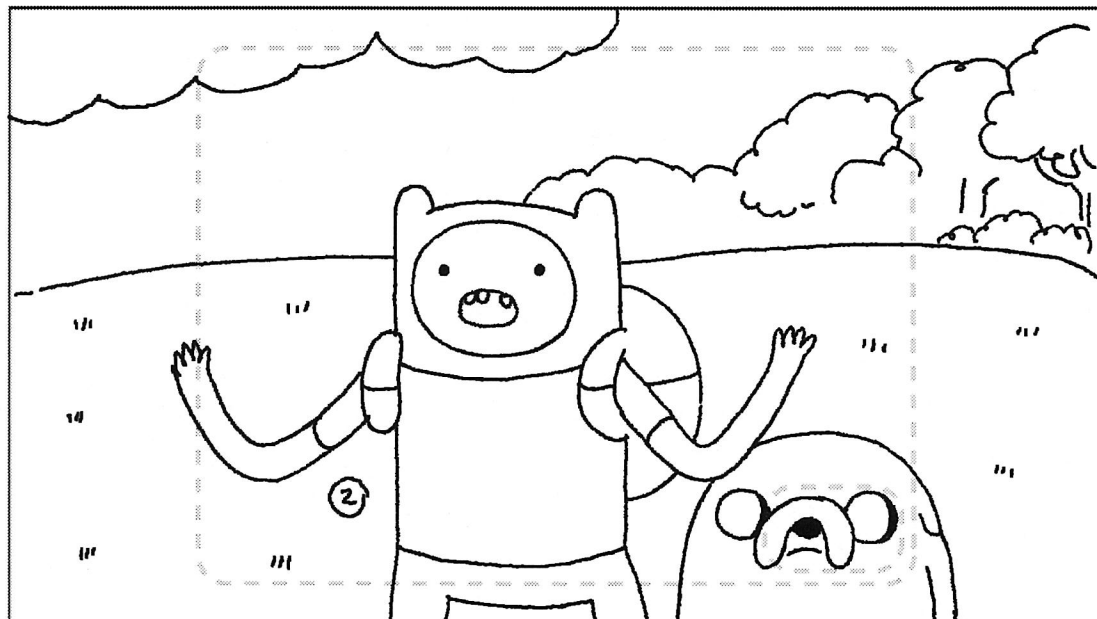
Page 108

Sc. 65

Pnl. A

Bg.

day night

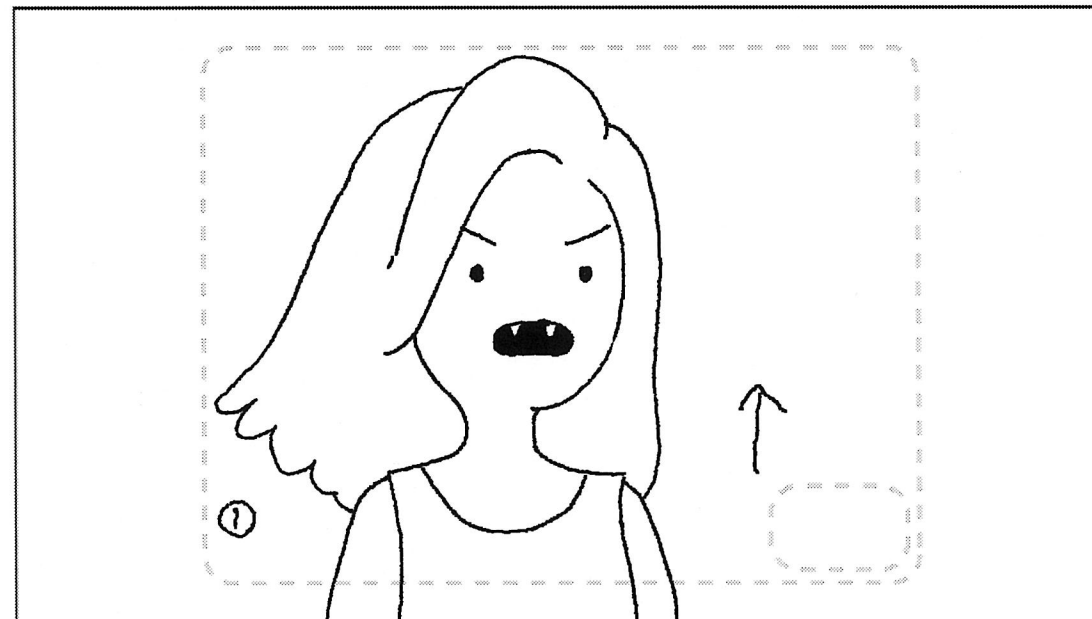


Sc. 66

Pnl. A

Bg.

day night



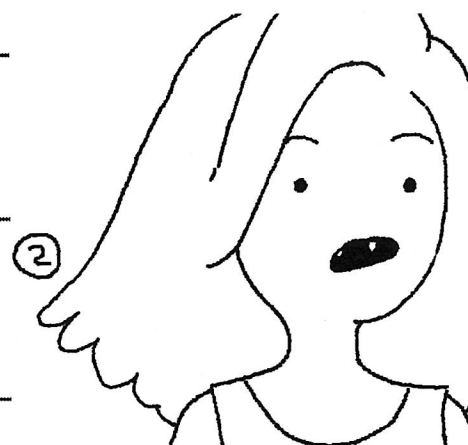
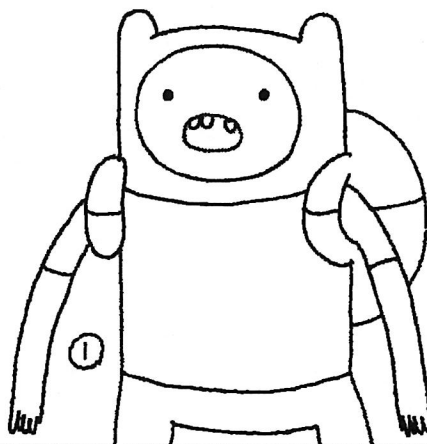
Dialog:

F DIDN'T YOUR DADDY GIVE YOU DEMON POWERS?

M ① MY DAD NEVER GAVE ME SQUAT!
② WELL, JUST SOME SOUL SUCKING SKILLS.

Action:

Timing:



STANDS
UP

1034-214

EPISODE

Production :

ADVENTURE TIME

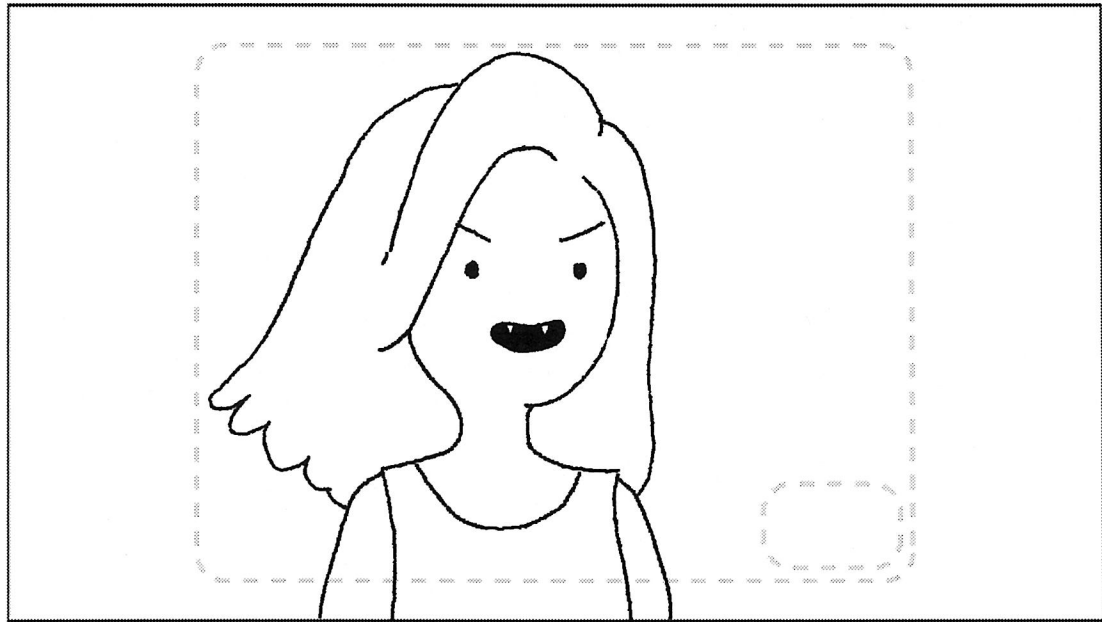


Sc. 66

Pnl. B

Bg.

day night

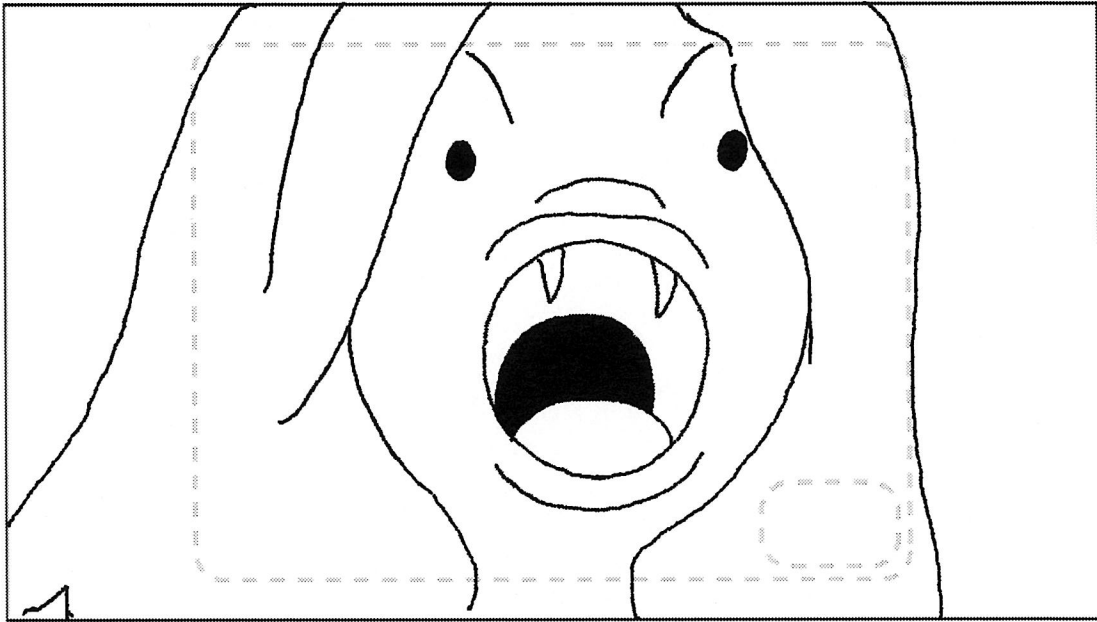


Sc. 67

Pnl. A

Bg.

day night



Dialog:

Ⓜ/ REMEMBER THIS?

Ⓢⓕⓕ/ ≡ S U K K K K ! ≡

Action:

Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME



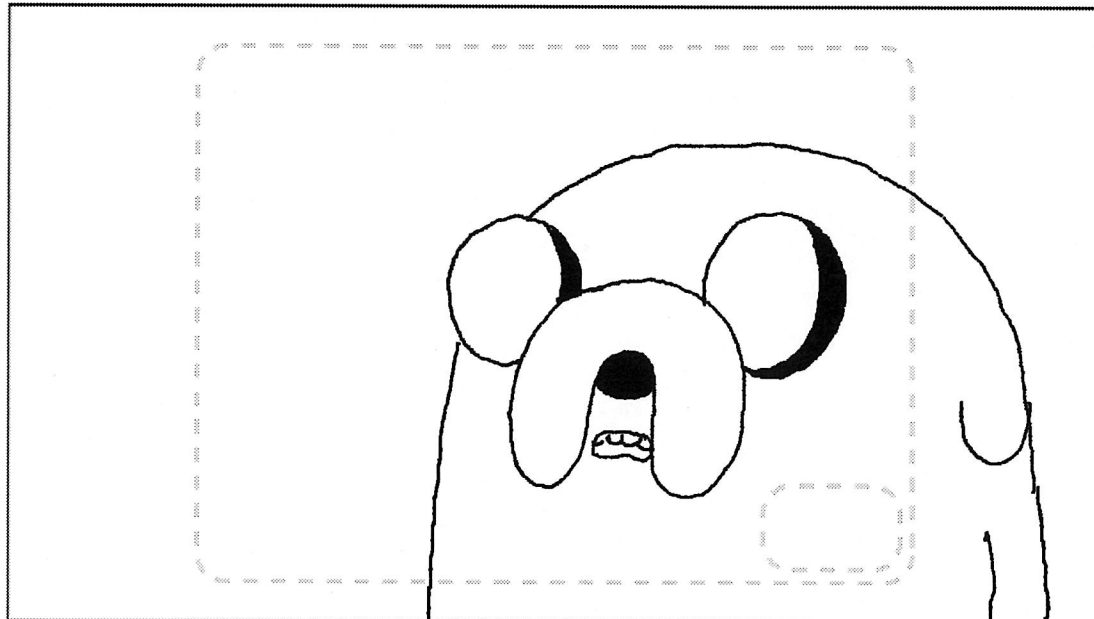
Page 110

Sc. 68

Pnl. A

Bg.

day night

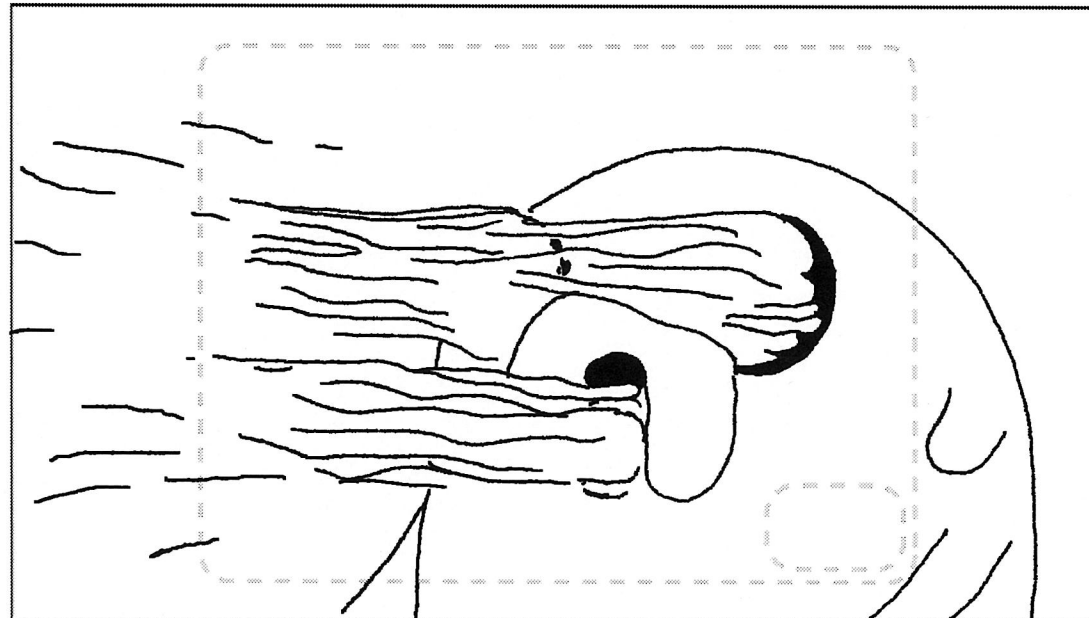


Sc. 68

Pnl. B

Bg.

day night



Dialog:

Action:

SOUL SUCKIN'.

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



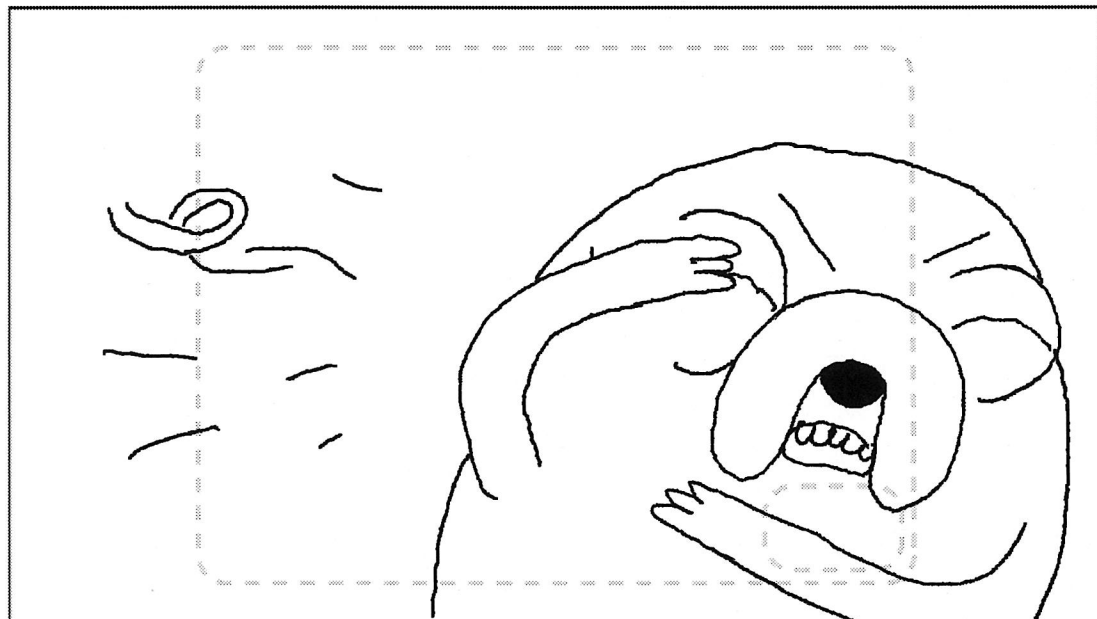
Page 111

Sc. 68

Pnl. c

Bg.

day night

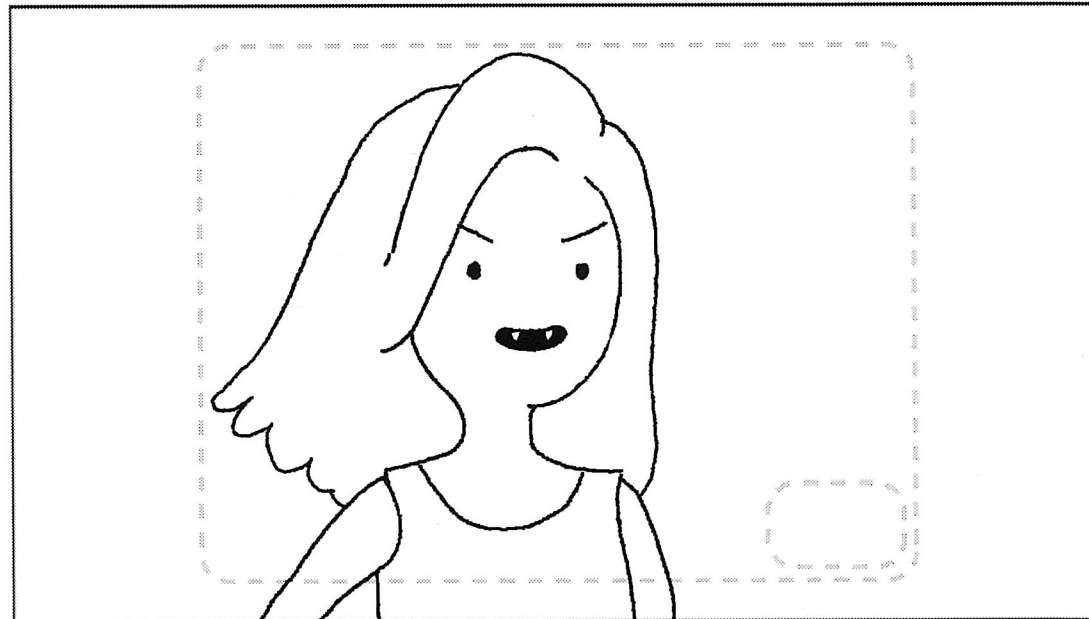


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(U) AAH! MY SOUL!

(M) HEH! HEH! HEH!

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



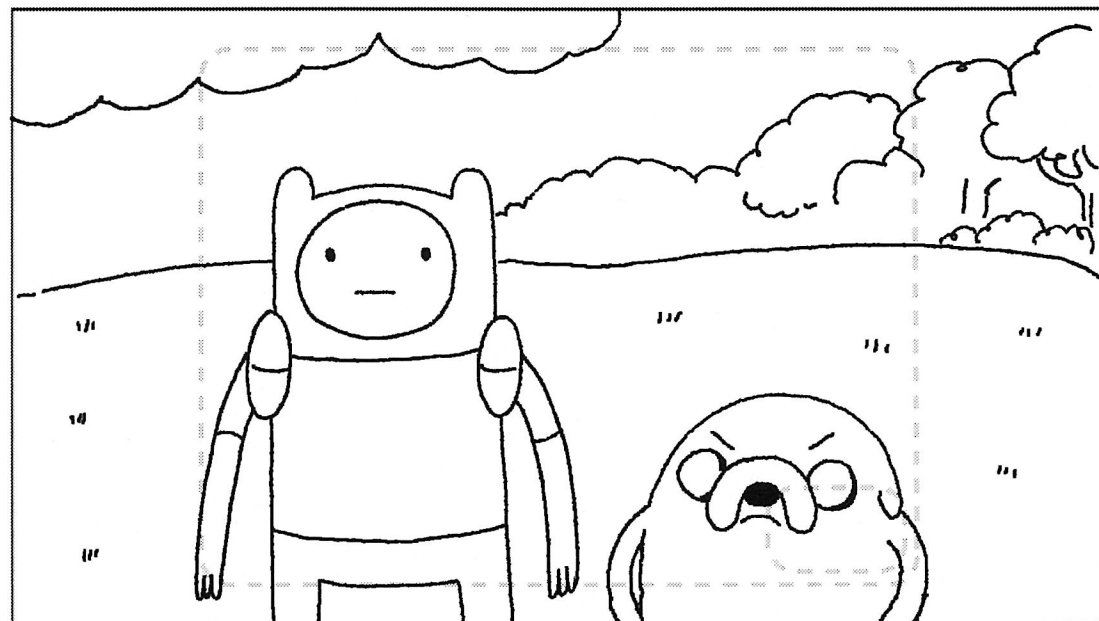
Page 112

Sc. 70

Pnl. A

Bg.

day night

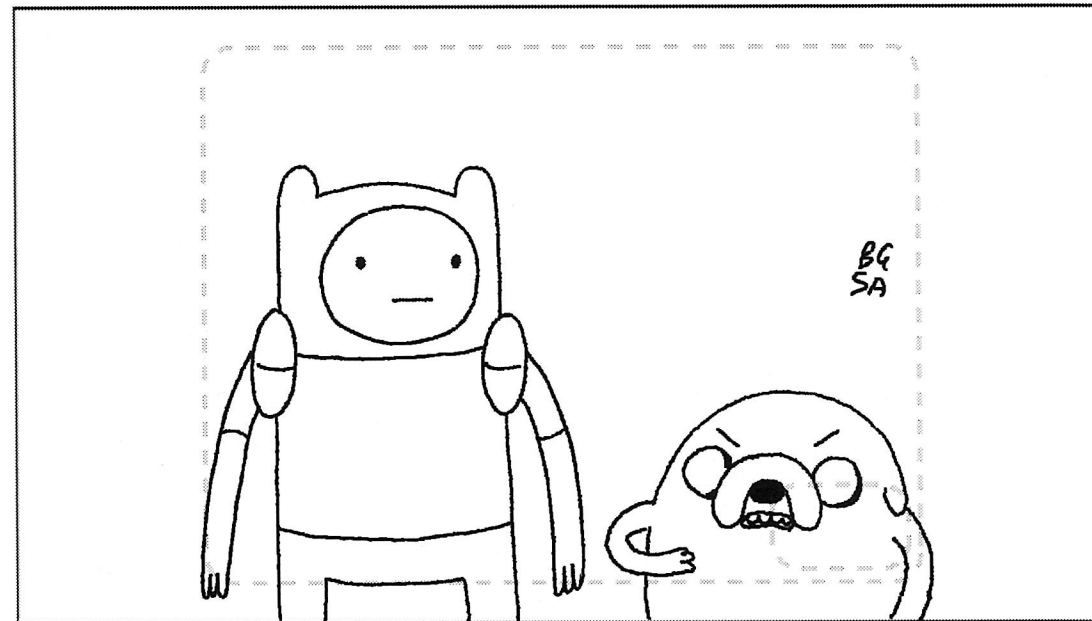


Sc. 70

Pnl. B

Bg.

day night



Dialog:

Q UGH, EVEN THOUGH I GOT MY
SOUL SUCKED I'LL STILL GIVE YOU
A RIPE TO BONNIE'S.

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



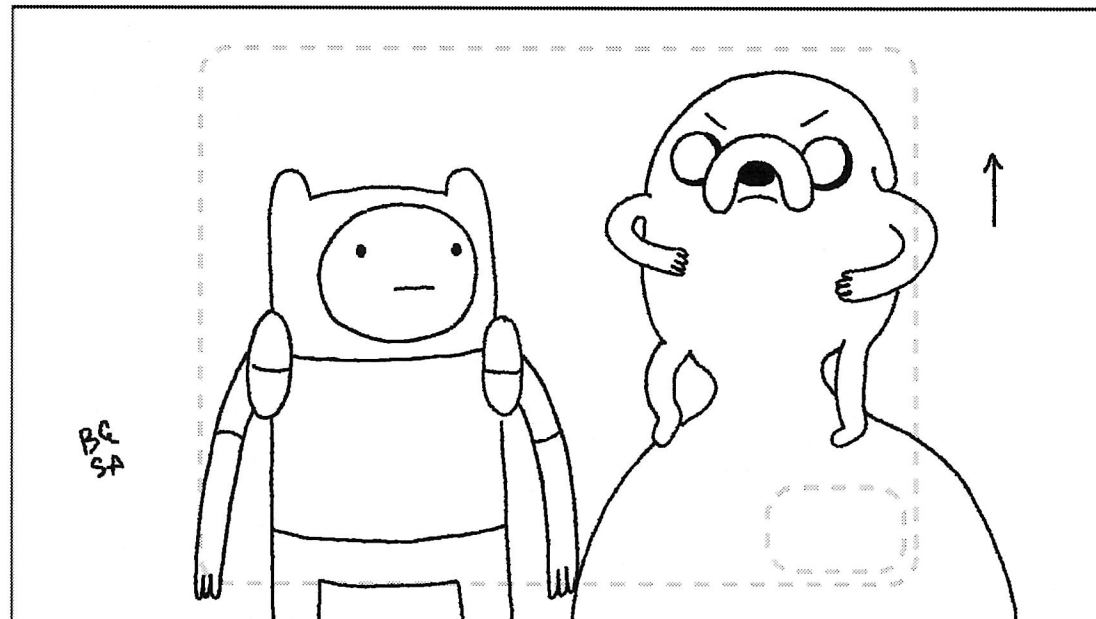
Page 113

Sc. 70

Pnl. C

Bg.

day night

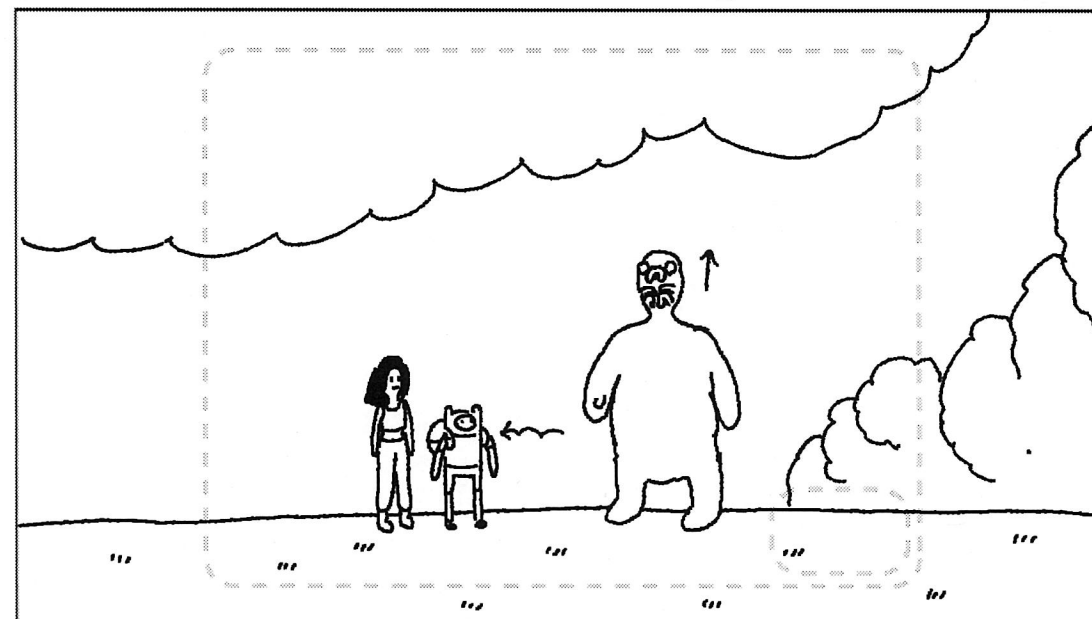


Sc. 71

Pnl. A

Bg.

day night



Dialog:

Action:

FINN BACKS OFF.

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

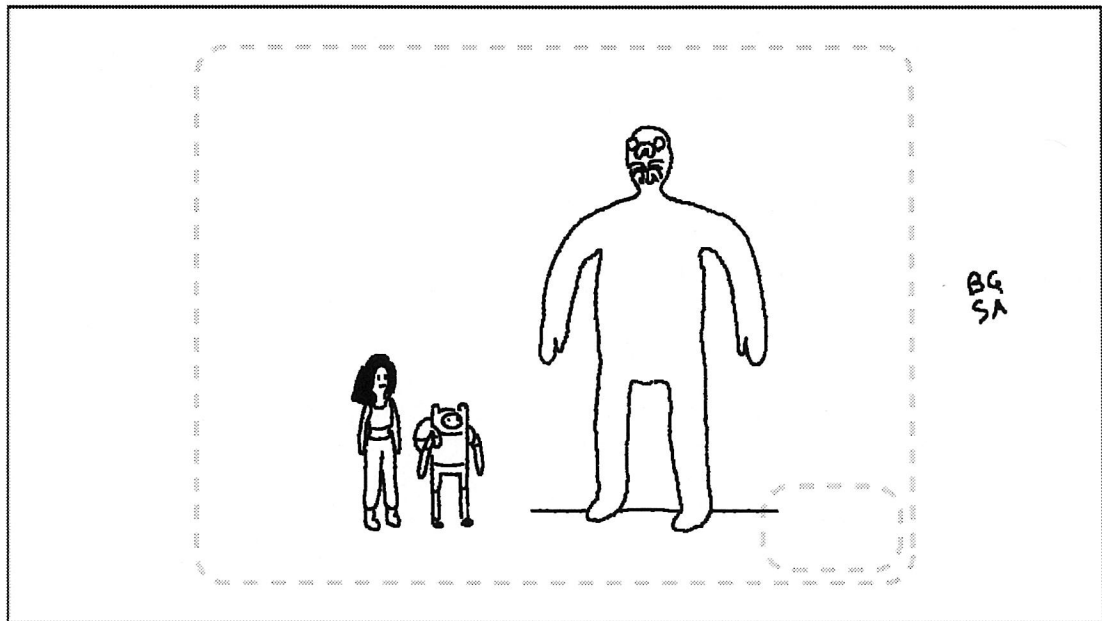


Sc. 7 1

Pnl. B

Bg.

day night

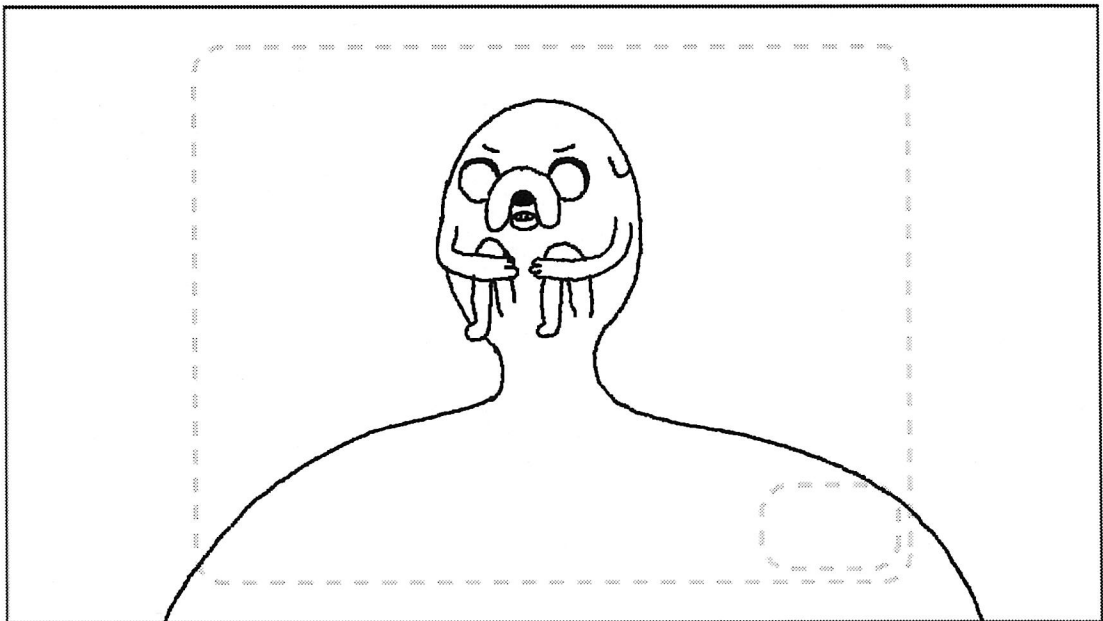


Sc. 7 2

Pnl. A

Bg.

day night



Dialog:

J BECAUSE I'M GOOD.

Action:

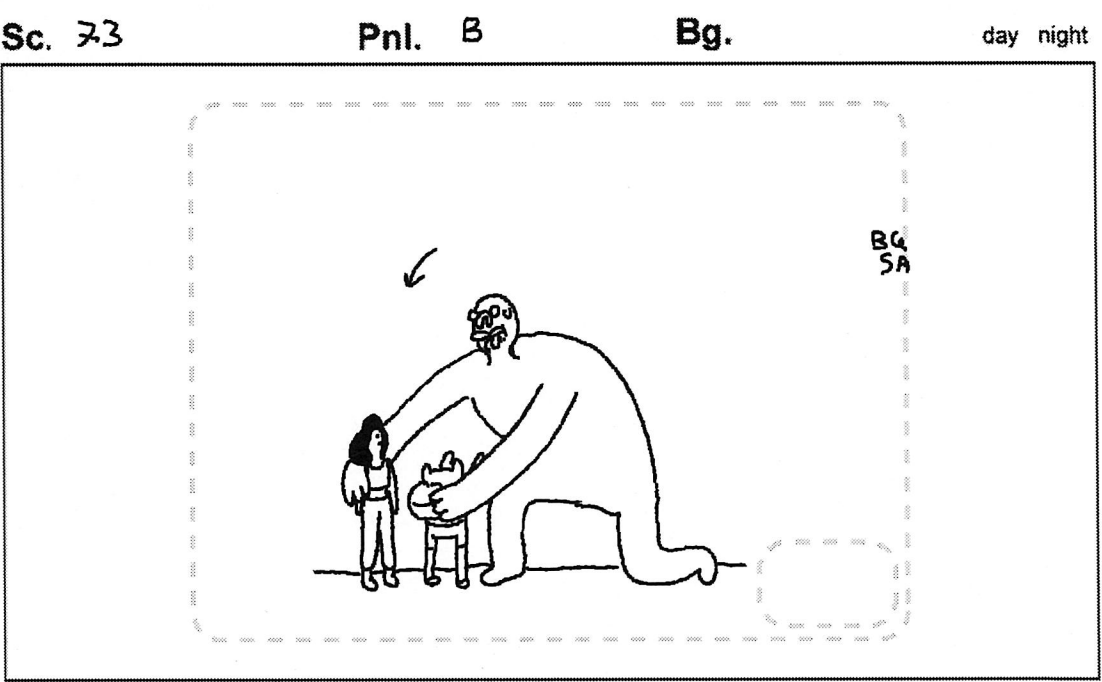
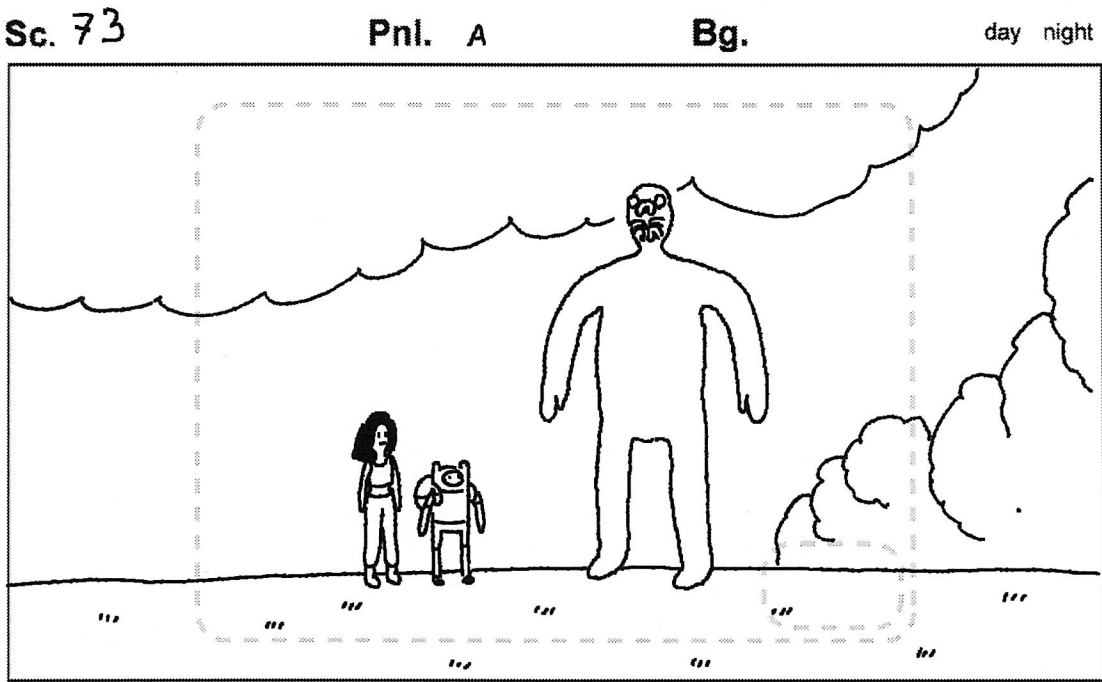
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

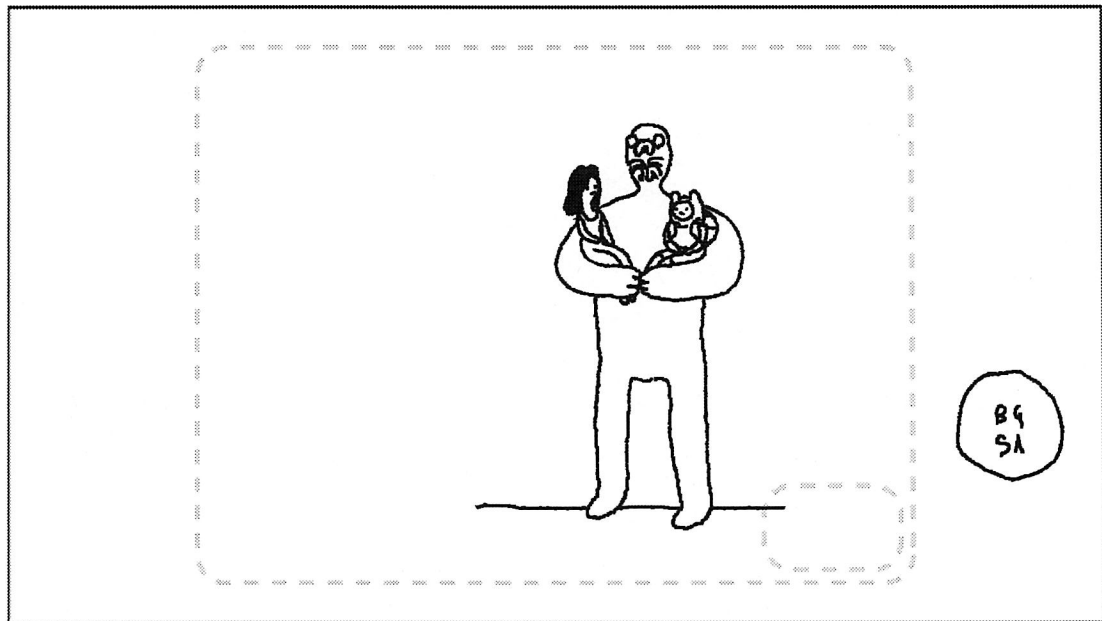


Sc. 73

Pnl. c

Bg.

day night

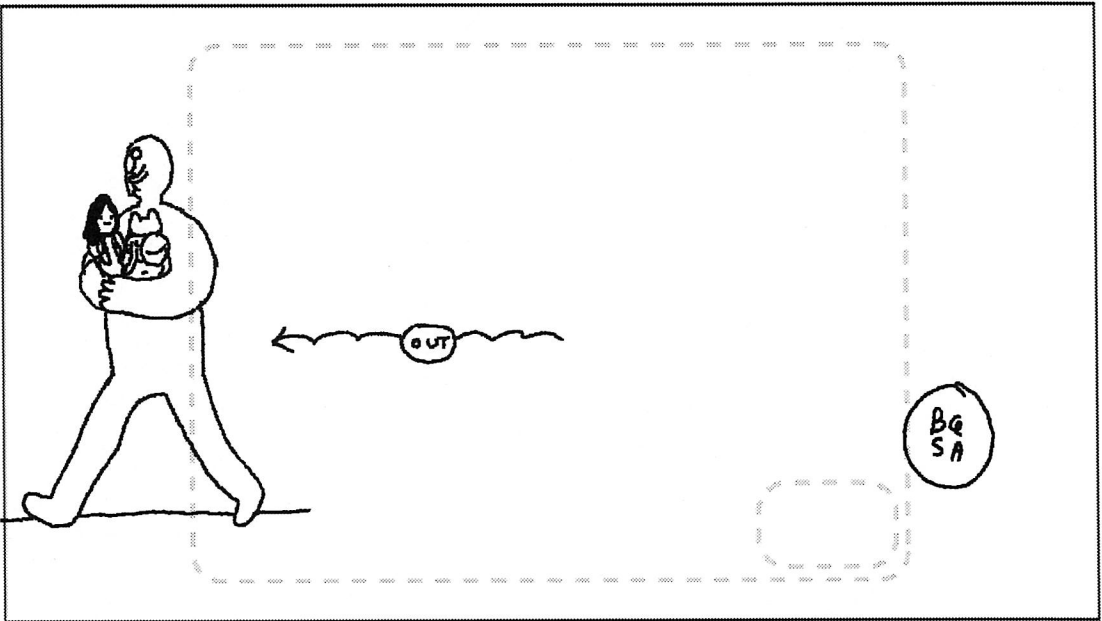


Sc. 73

Pnl. D

Bg.

day night



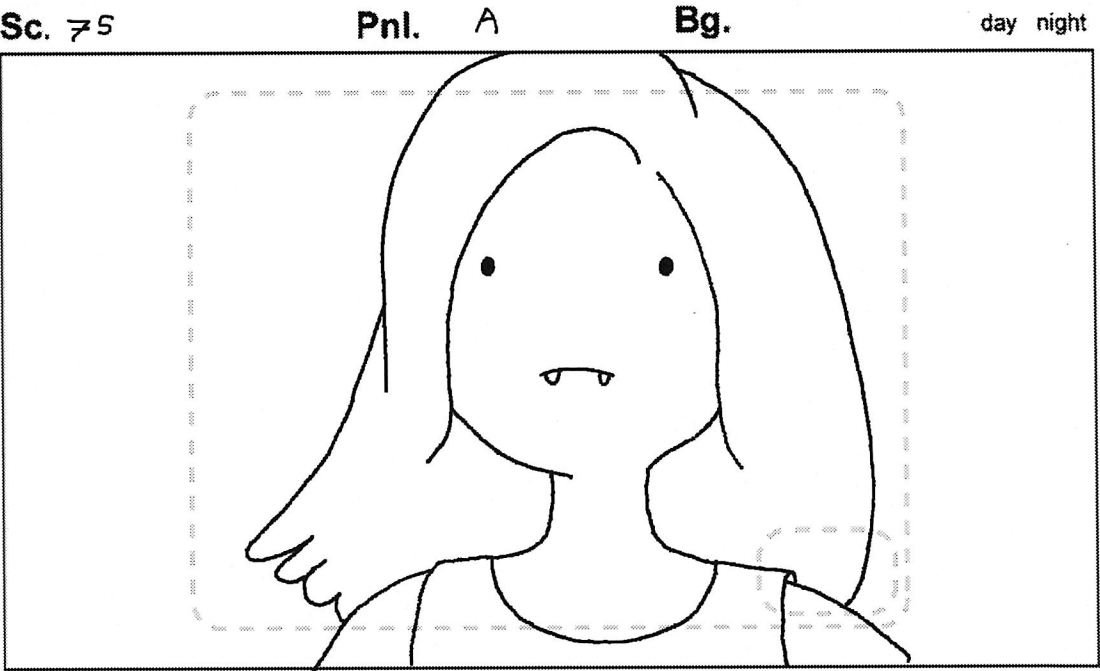
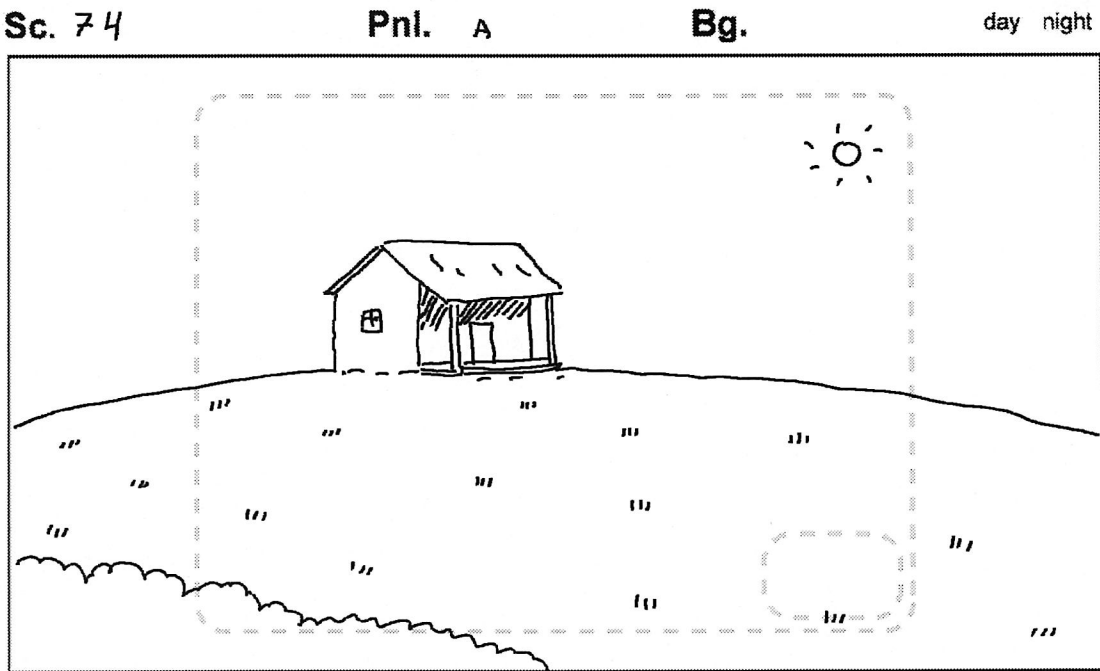
Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



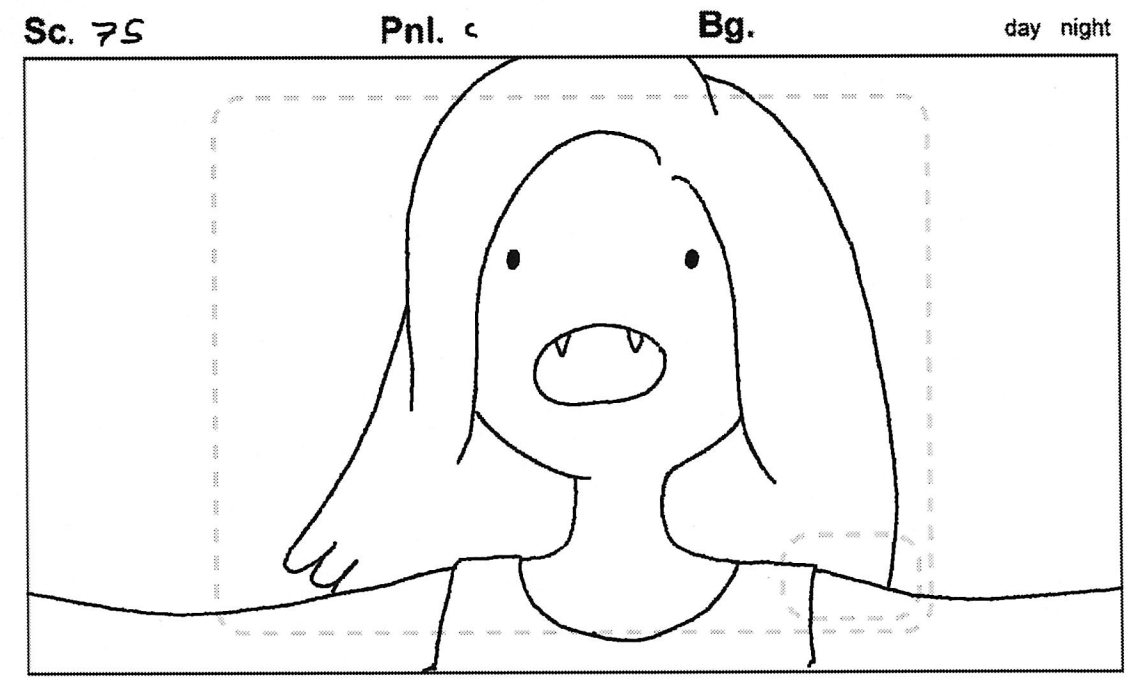
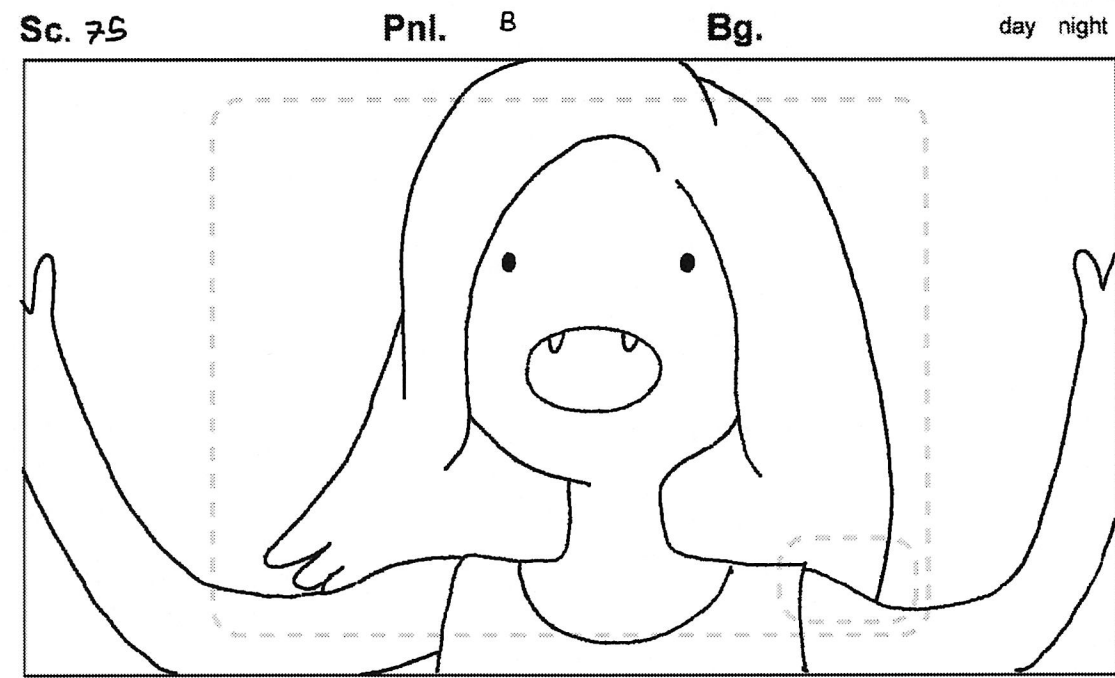
Dialog:	
Action:	BONNIE'S CABIN , (WHICHEVER MAIN ESTABLISHING SHOT WE'RE USING REGULARLY.) (DOES SHE STILL HAVE BITE MARKS?)
Timing:	

1034-214

EPISODE #

Production :

ADVENTURE TIME



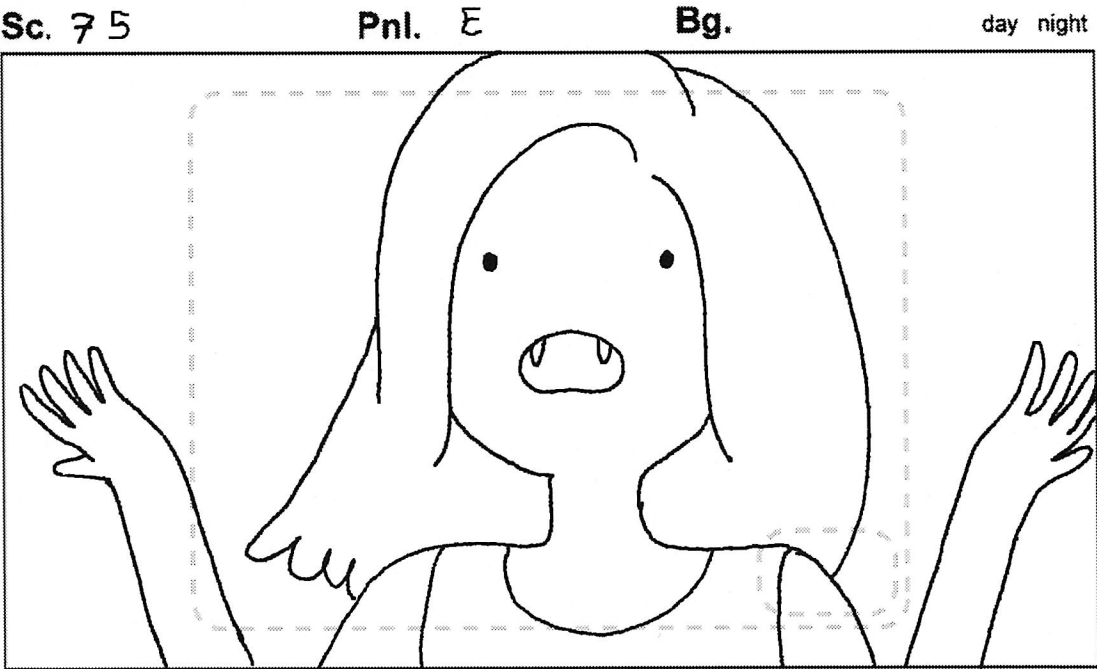
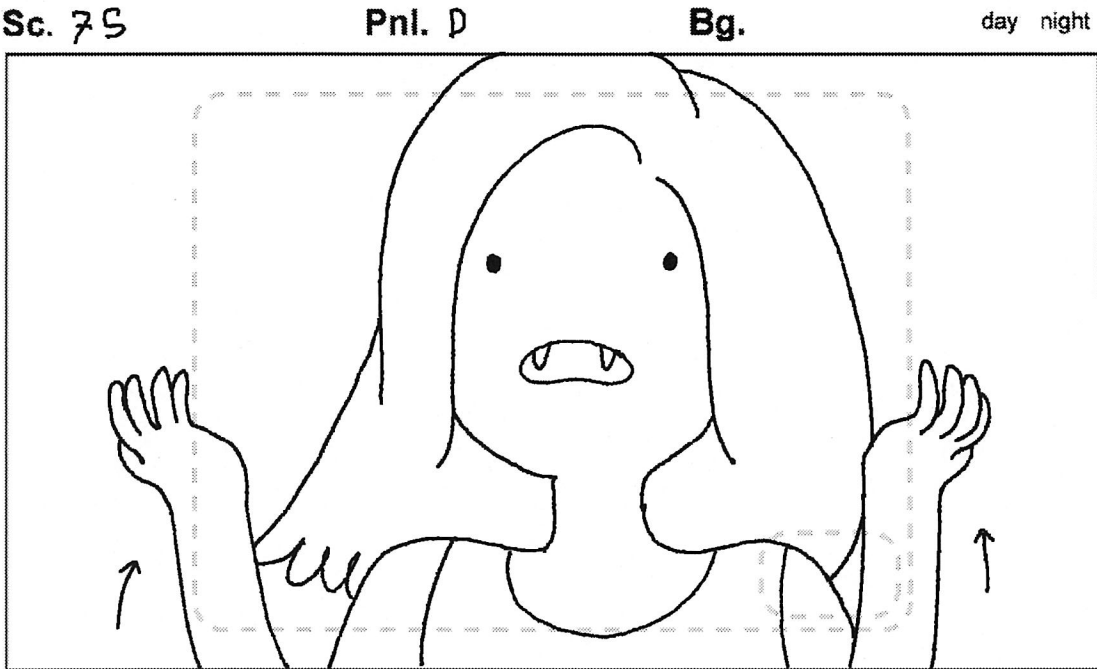
Dialog:	
Ⓜ/ BONNIE I DON'T GET IT !!!	Ⓜ/ JAKE'S TALKING ABOUT VAMPS AT THE SAME TIME YOU FIXED ME ,
Action:	
Timing:	

1034-214

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(M) (cont) AND THERE CAN'T BE ANY STILL AROUND !

(M) IT'S TOO WEIRD !!

Action:

Timing:

1034-214
EPISODE

Production :

ADVENTURE TIME

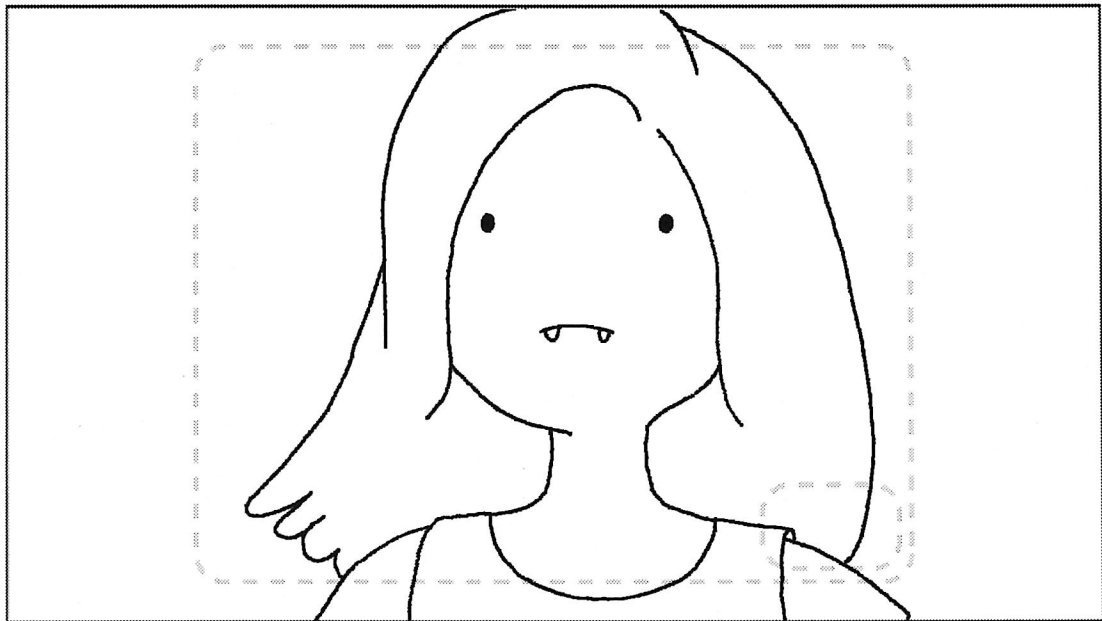


Sc. 75

Pnl. F

Bg.

day night

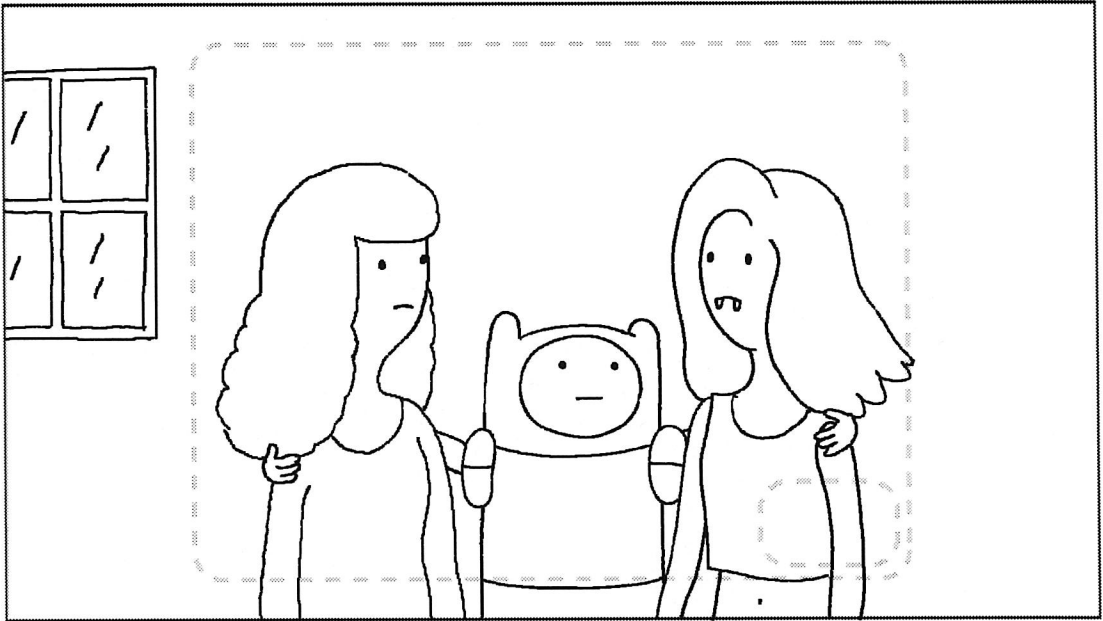


Sc. 76

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

FINN'S LOOKING AT
MARCELINE.

1634-214

EPISODE #

Production :

ADVENTURE TIME

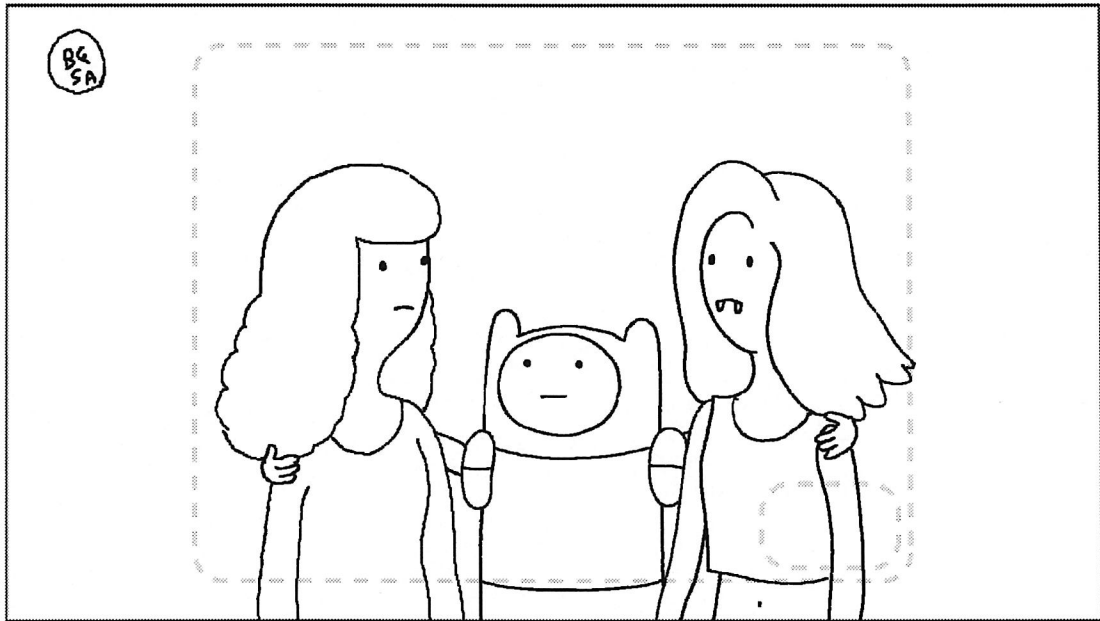


Sc. 76

Pnl. B

Bg.

day night

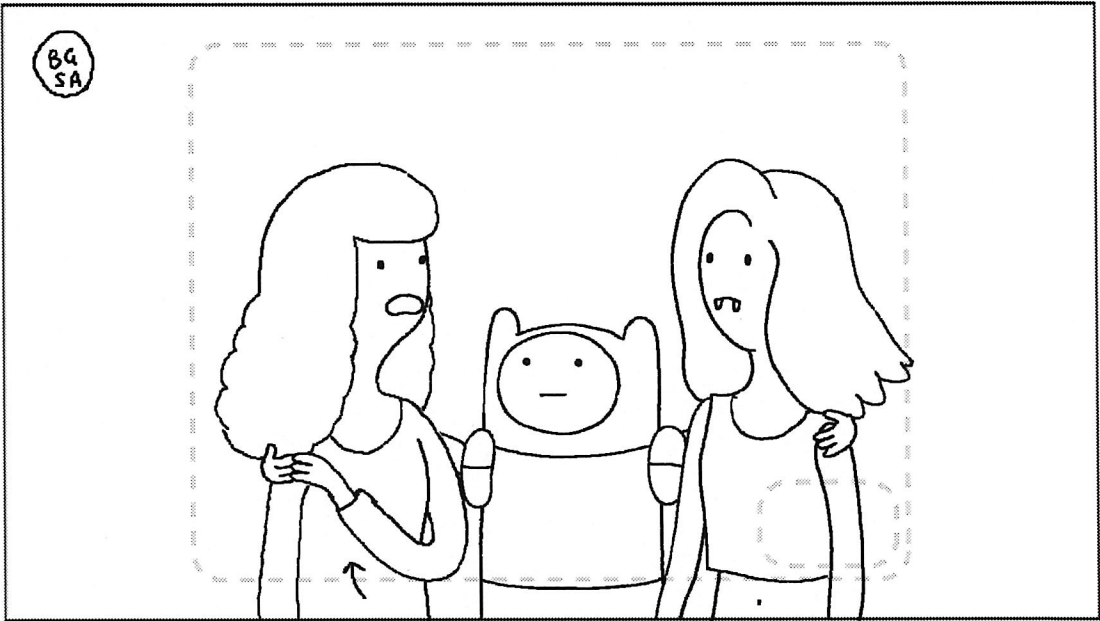


Sc. 76

Pnl. C

Bg.

day night



Dialog:	(B) WELL,
Action:	... THEN HE LOOKS AT BONNIE
Timing:	

1034-214

EPISODE #

Production :

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ADVENTURE TIME

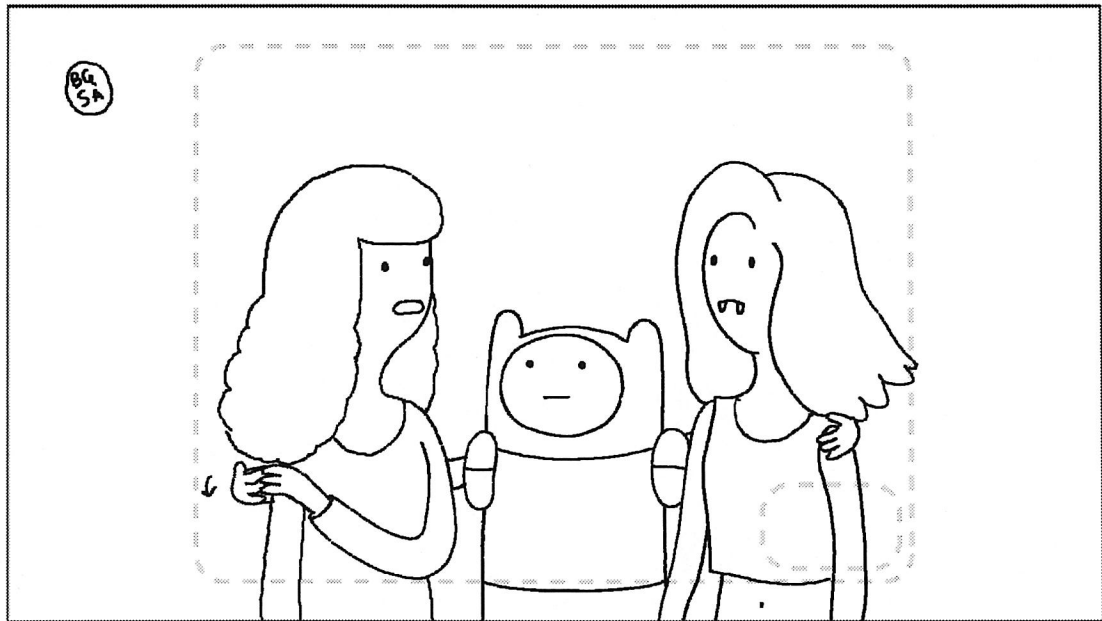


Sc. 76

Pnl. D

Bg.

day night

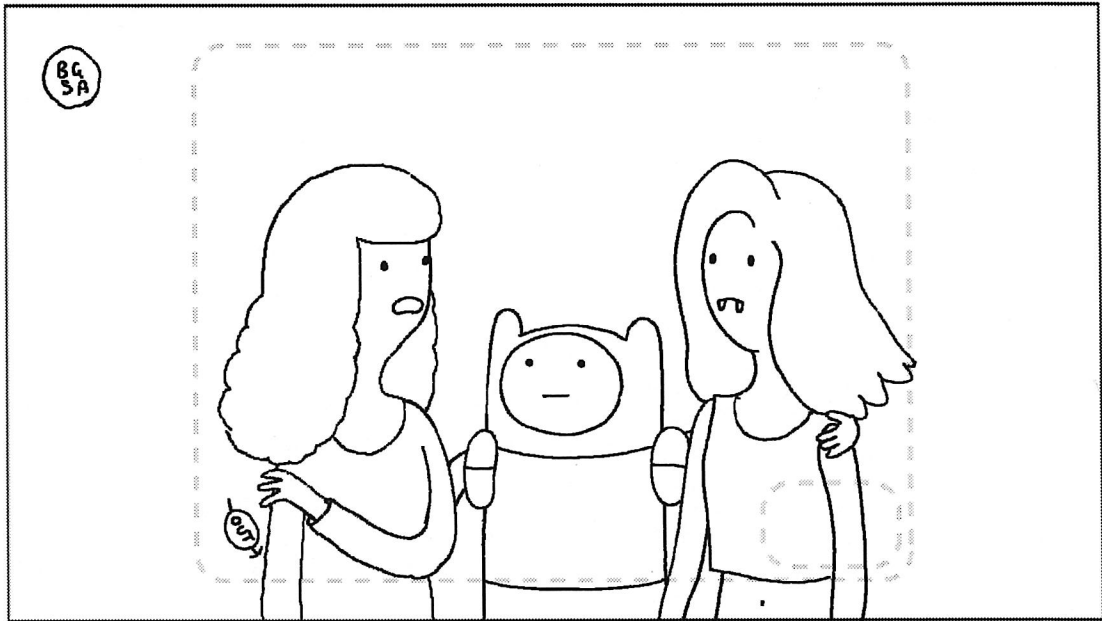


Sc. 76

Pnl. E

Bg.

day night



Dialog:

(E) (CONT) CLEARLY SOMETHING'S CREEPING AROUND.

Action:

BONNIE REMOVES FINN'S HAND.

Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME



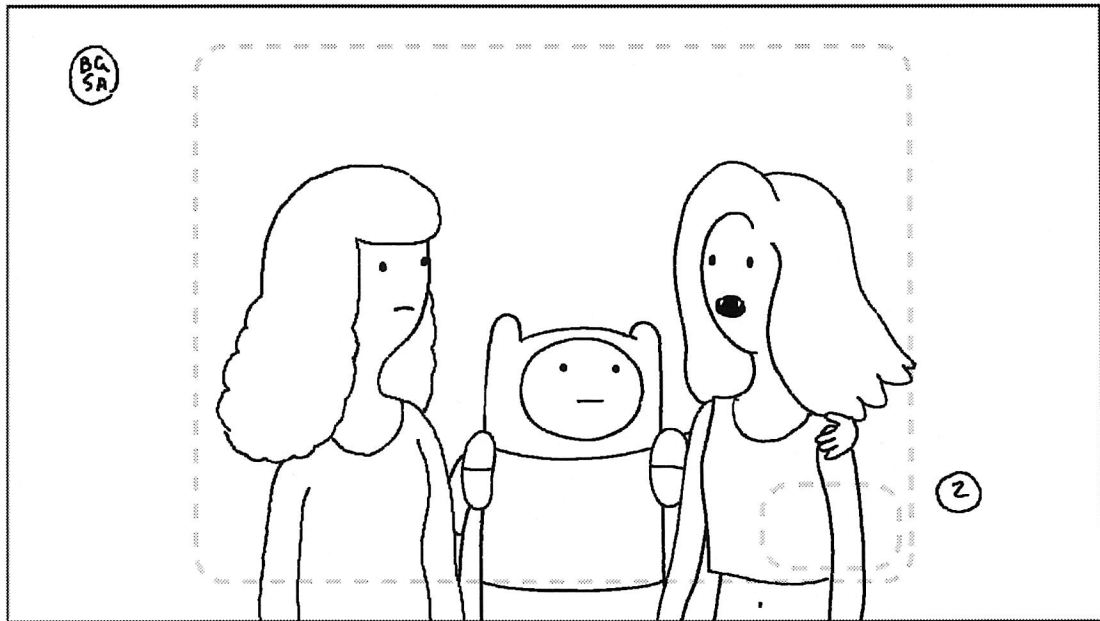
Page 123

Sc. 76

Pnl. F

Bg.

day night

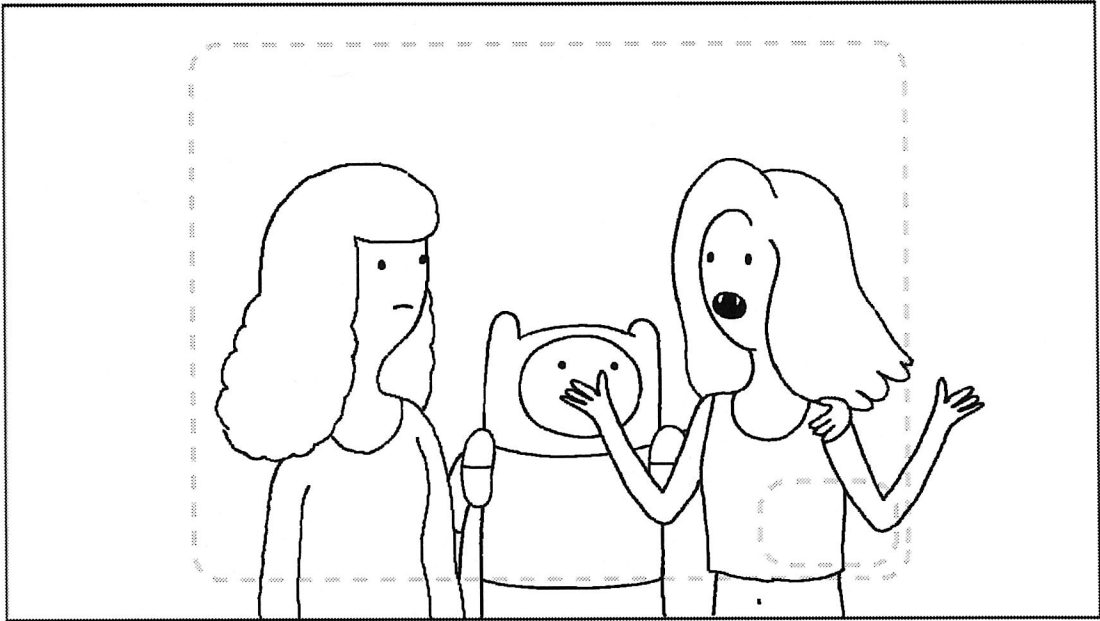


Sc. 76

Pnl. G

Bg.

day night

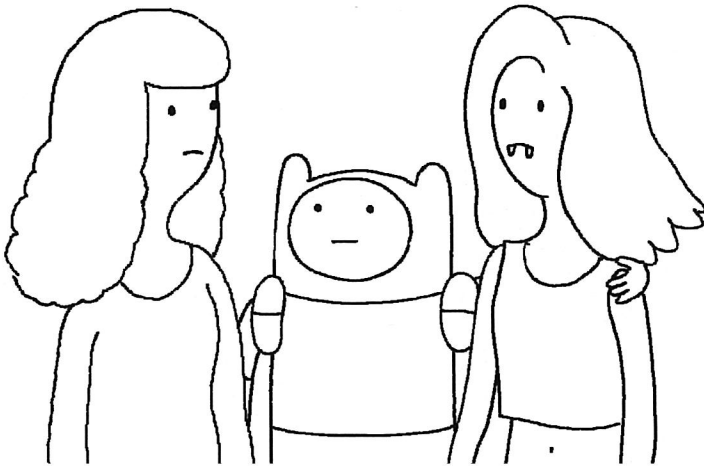


Dialog:

(M) OKAY,

Action:

Timing:



(M) (CONT) WHAT ABOUT THAT PASTE
YOU TOOK OUT OF ME?

①

1034-214 #EPISODE

Production :

ADVENTURE TIME

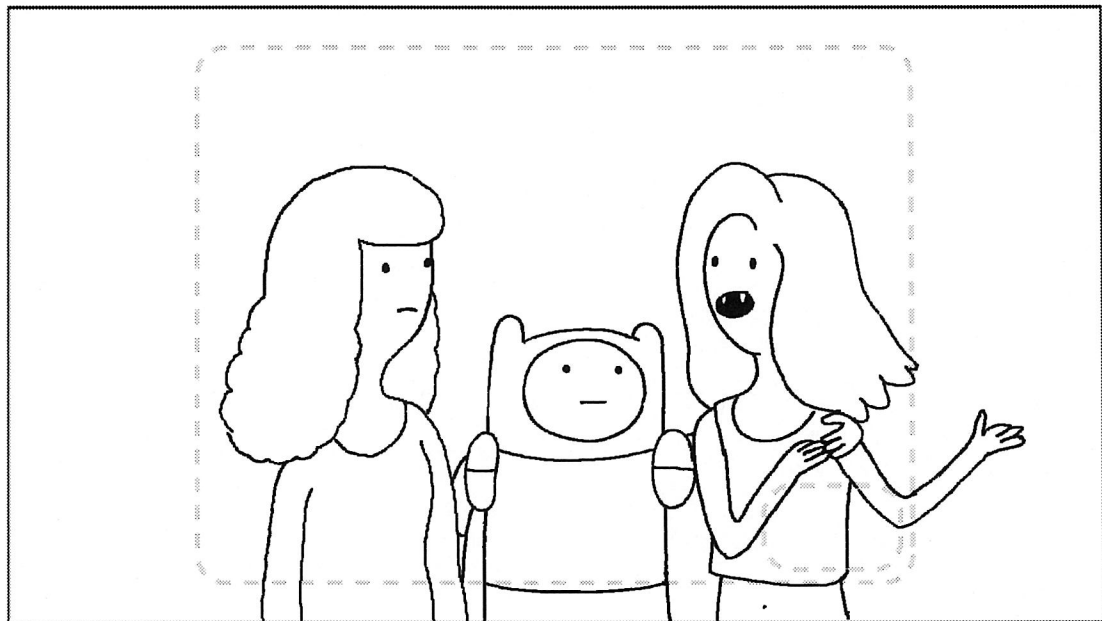


Sc. 76

Pnl. H

Bg.

day night

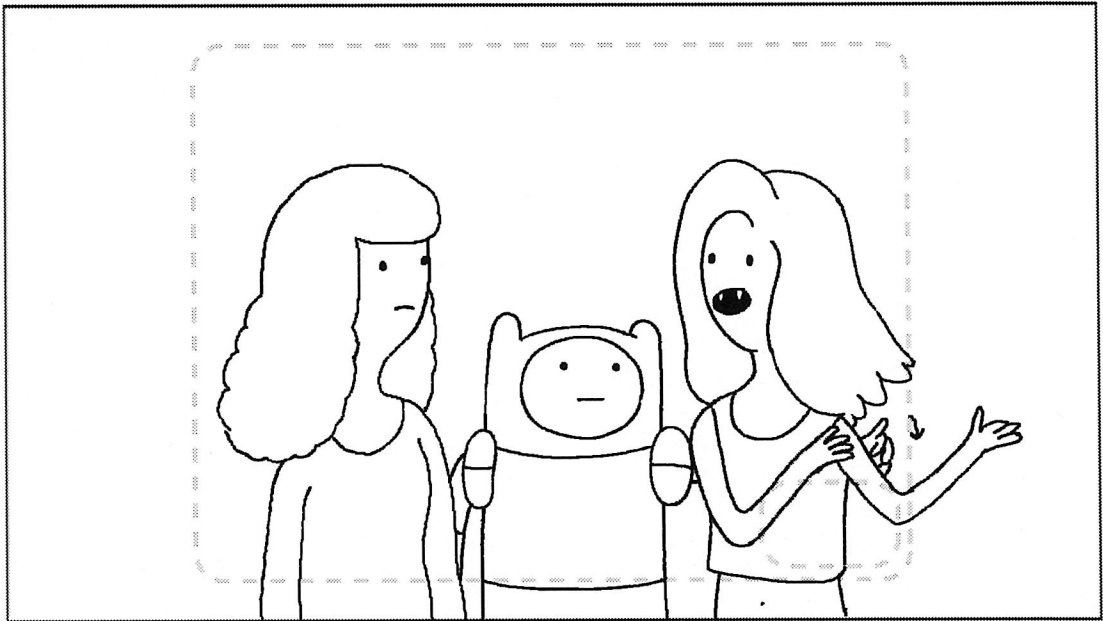


Sc. 76

Pnl. I

Bg.

day night



Dialog:
M/ THAT SHOULD BE ALL THAT'S LEFT THAT'S VAMPIRIC -
Action:
Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME

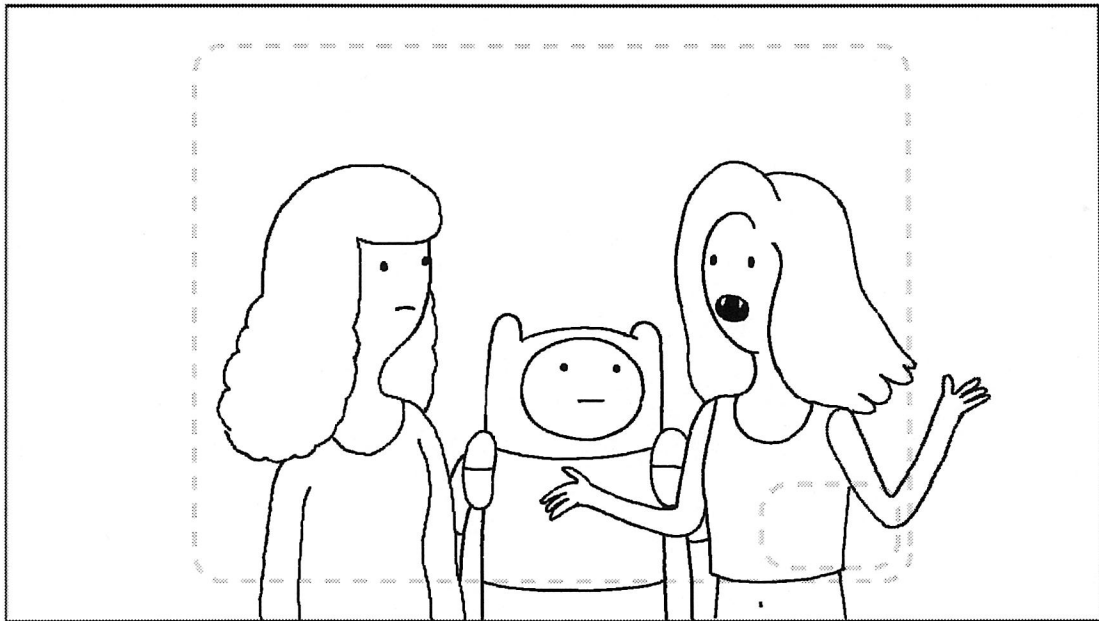


Sc. 76

Pnl. J

Bg.

day night

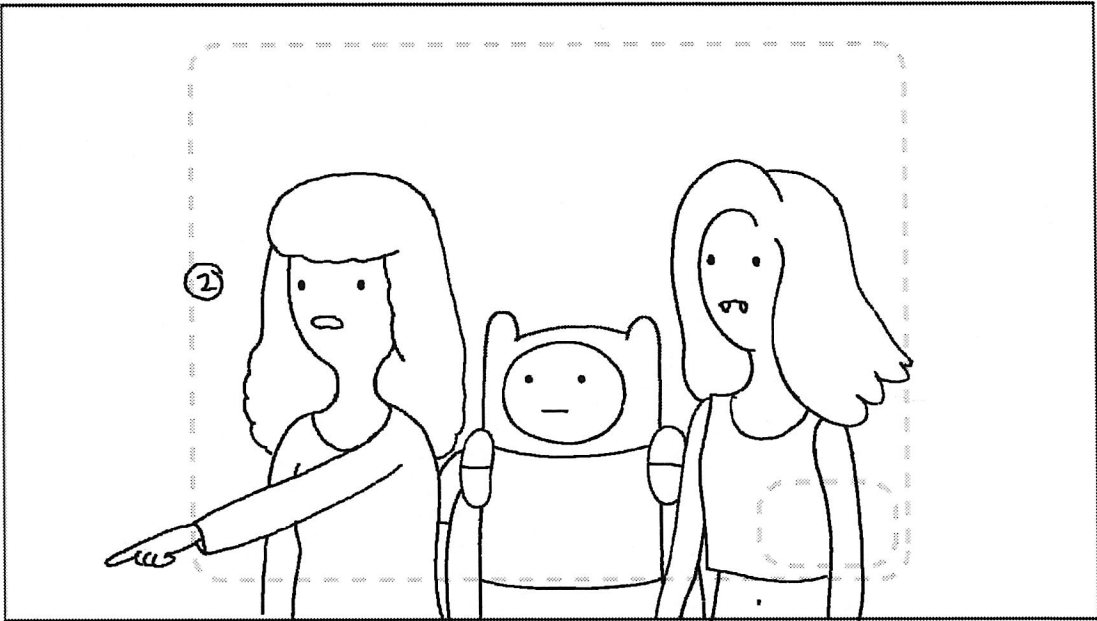


Sc. 76

Pnl. K

Bg.

day night



Dialog:

(M) (CONT.) IN THE MODERN WORLD!

Action:

Timing:

(B) ① IT'S ALL OVER THERE,
SAFELY IN THE SAFETY BUCKET. ②



1034-214

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ADVENTURE TIME



Sc. 77

Pnl. A

Bg.

day night

Sc. 77

Pnl. B

Bg.

day night

Dialog:	©/ WHAT !!!!!
Action:	
Timing:	

1034-214 # EPISODE

Production :

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ADVENTURE TIME

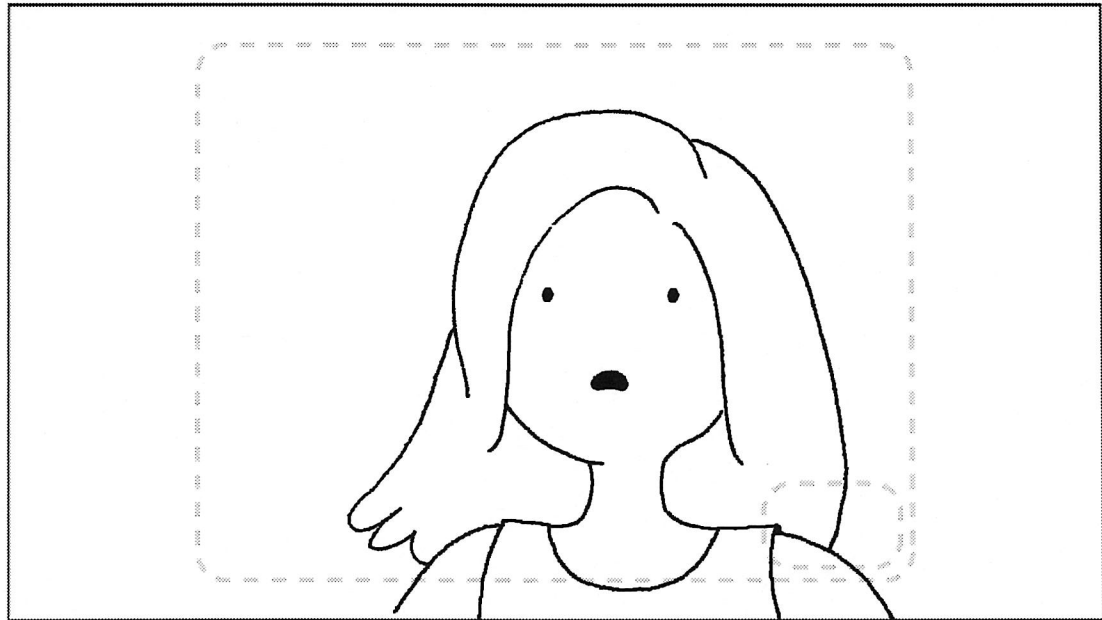


Sc. 78

Pnl. A

Bg.

day night

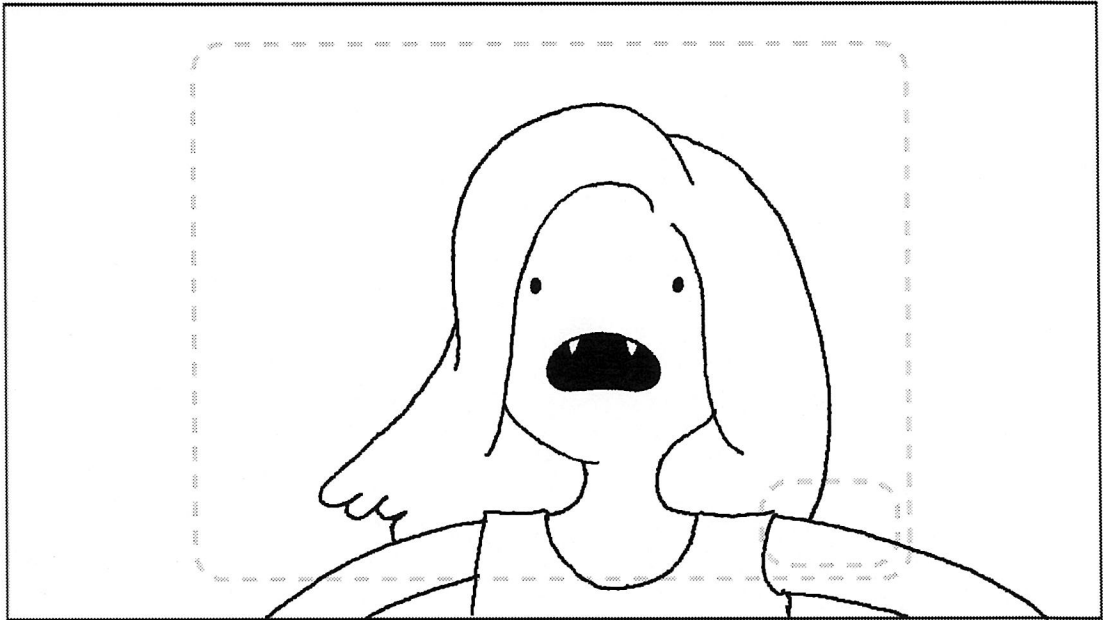


Sc. 78

Pnl. B

Bg.

day night



Dialog:

(M) WAIT, COULD IT'VE CRAWLED OUT AND
CHUNKED ITSELF INTO FULL-BLOWN VAMPS?

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME

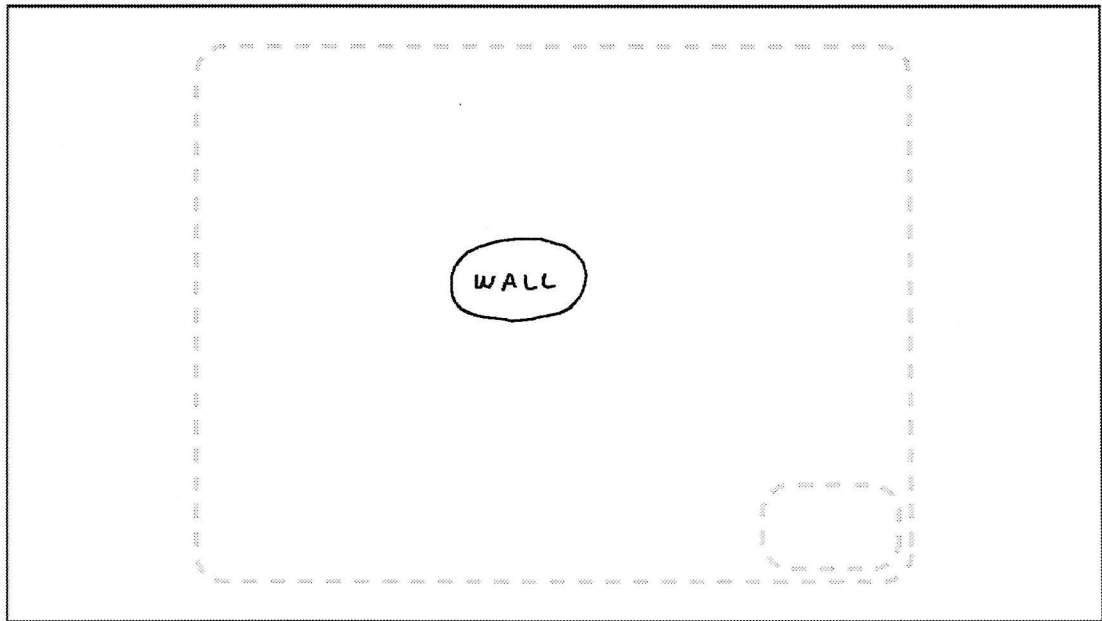


Sc. 79

Pnl. A

Bg.

day night

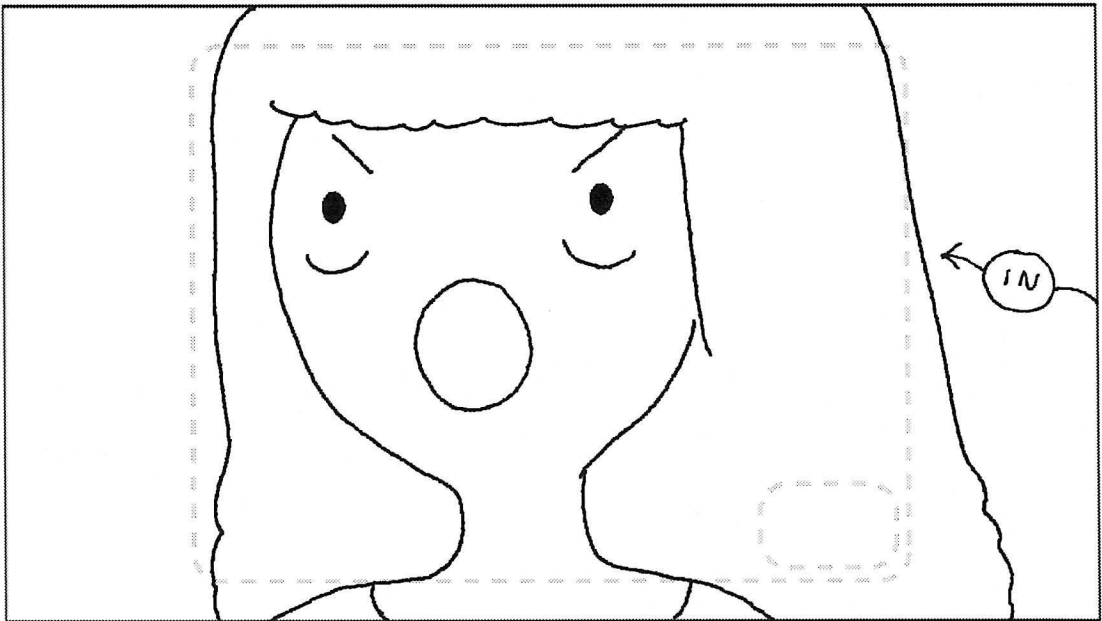


Sc. 79

Pnl. B

Bg.

day night



1034-214

EPISODE #

Dialog:
(PB) / GLOB IT !
Action:
Timing:

Production :

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ADVENTURE TIME



Sc. 79

Pnl. C

Bg.

day night

Sc. 80

Pnl. A

Bg.

day night

Dialog:	
(PB) PEP-BUTT WHAT DID YOU DO WITH THE GUNK !?!	(PB) HOLD ON I'M WORKING.
Action:	
Timing:	

1034-214

EPISODE #

Production :

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ADVENTURE TIME

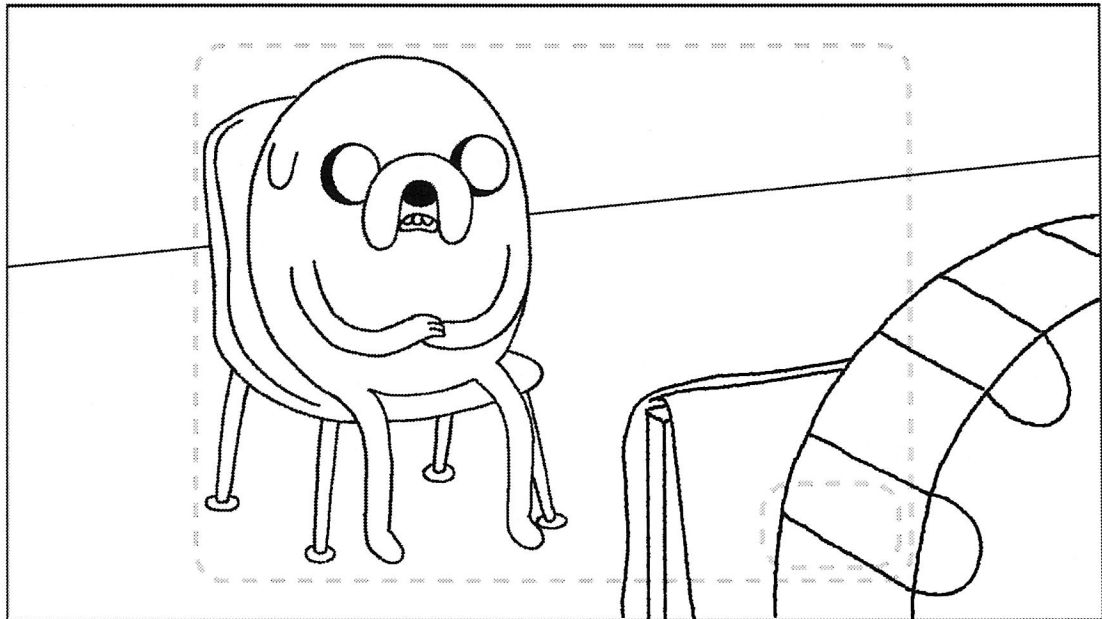


Sc. 81

Pnl. A

Bg.

day night

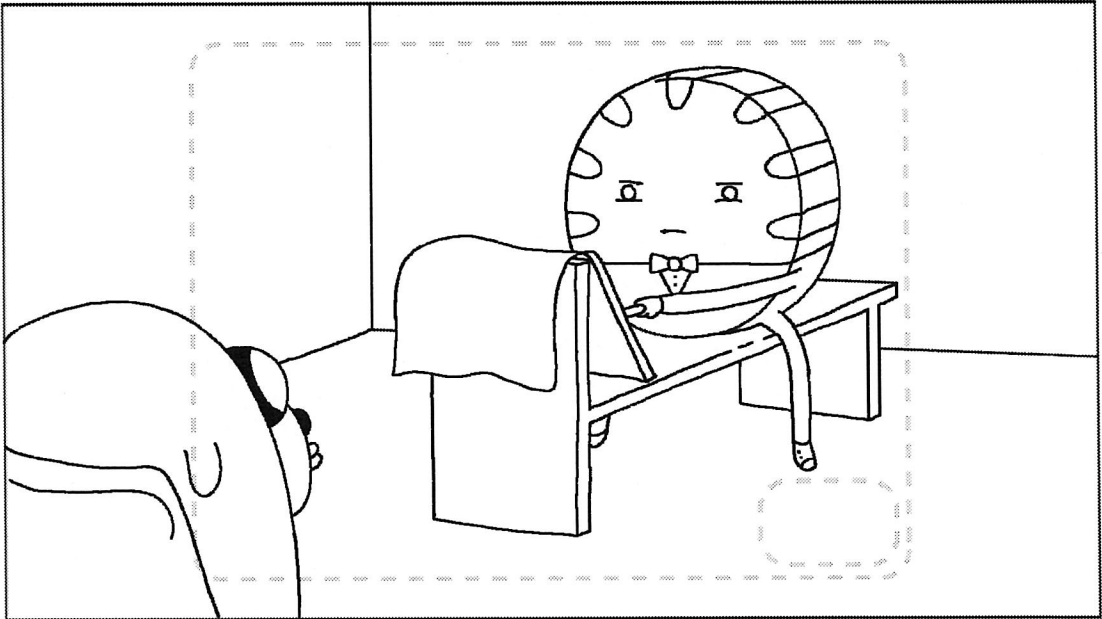


Sc. 82

Pnl. A

Bg.

day night



Dialog:

① OK. THERE WAS ONE THAT LOOKED
LIKE IF A BABY-SNAKE WAS A
BABY-BABY.

Action:

Timing:

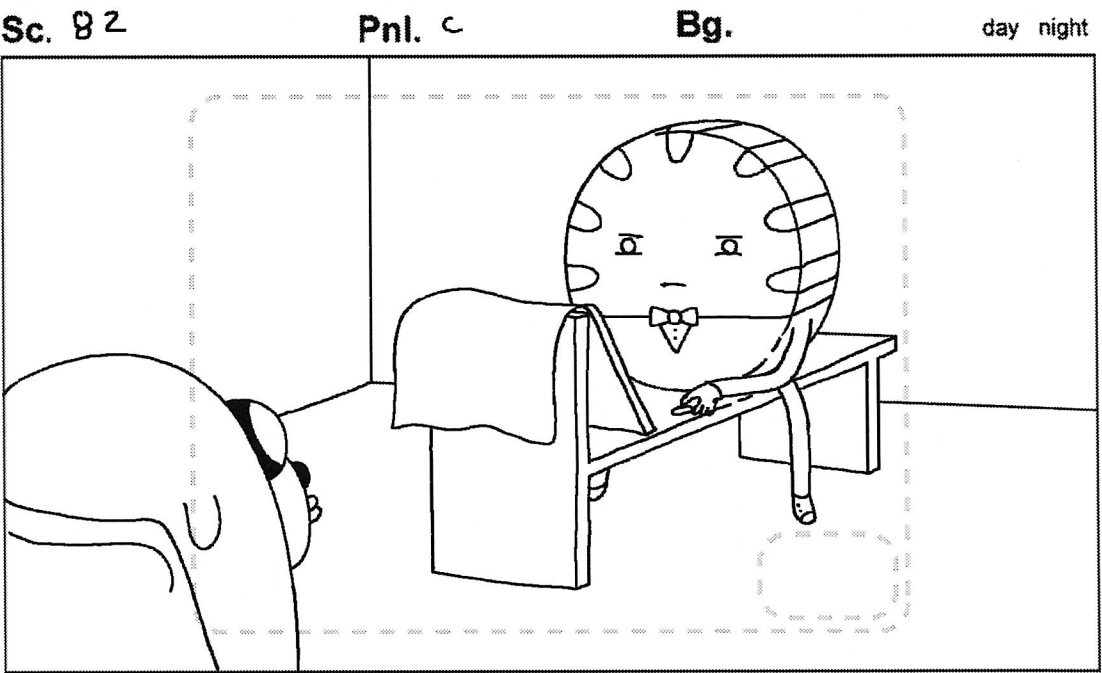
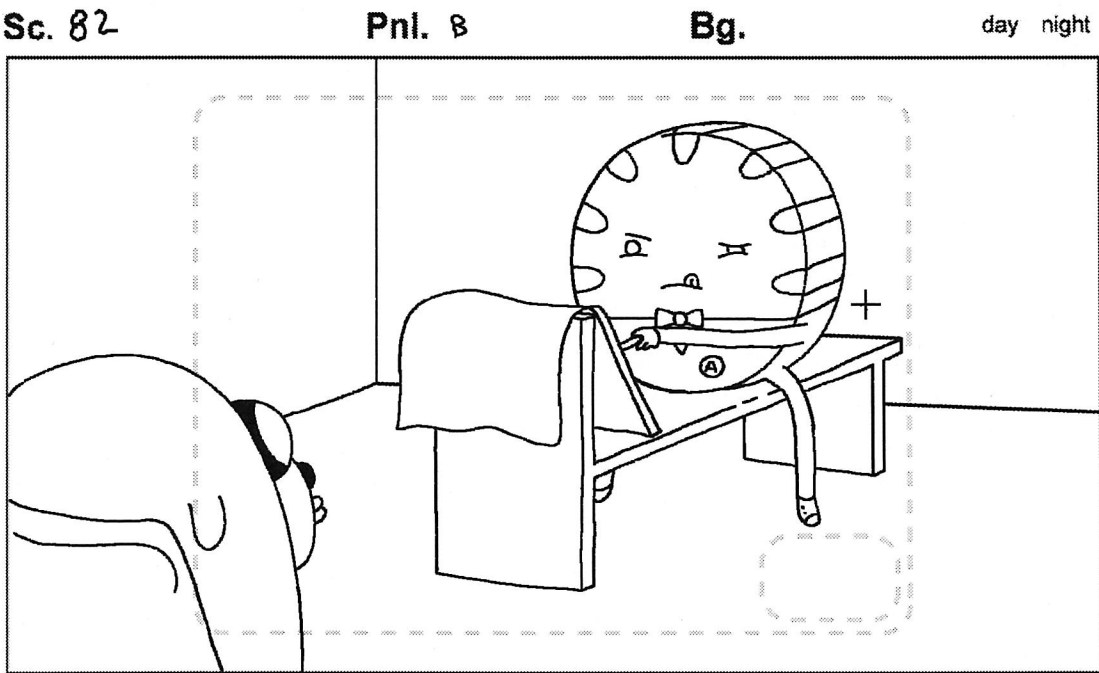
1034-214

EPISODE #

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ADVENTURE TIME



Dialog:

Action: DRAWS: + + + + SETS DOWN CONTÉ,

Timing: + + + +

1034-214

EPISODE #

Production :

ADVENTURE TIME



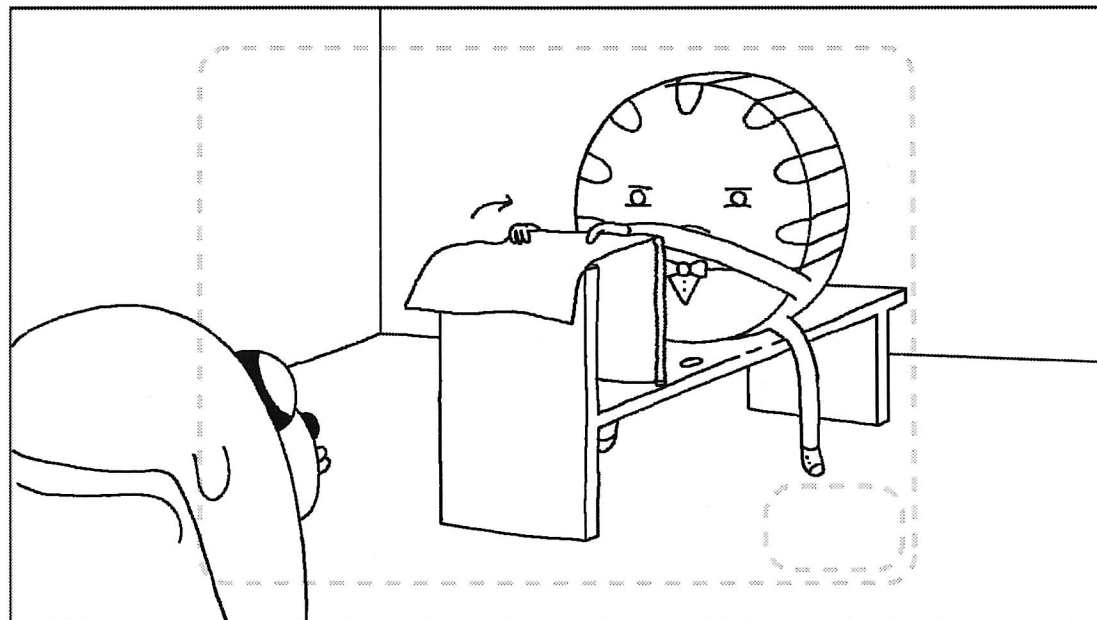
Page 132

Sc. 82

Pnl. D

Bg.

day night

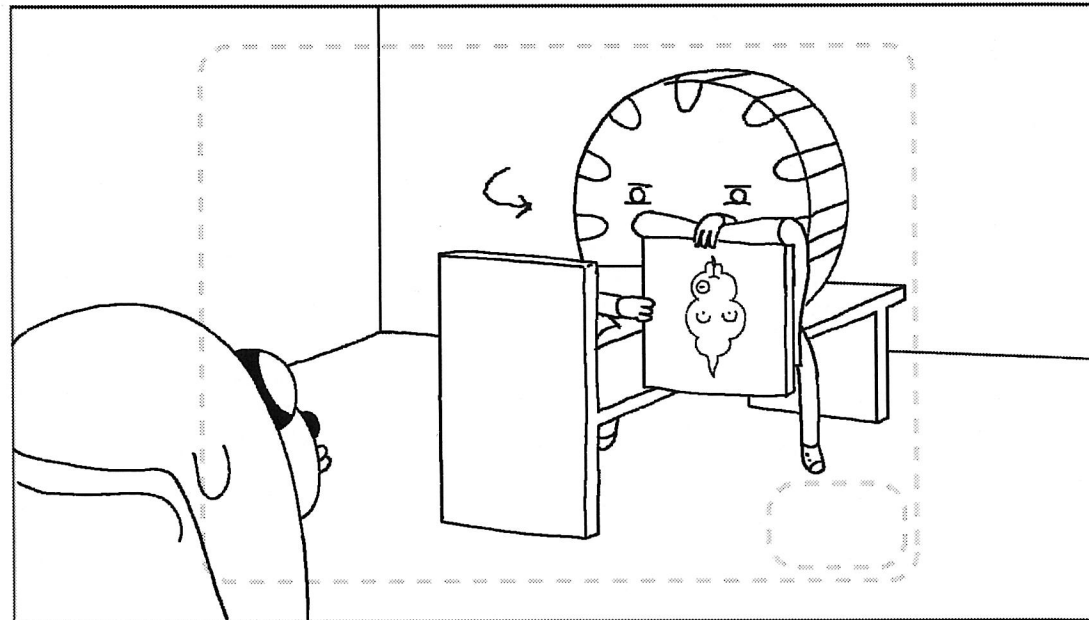


Sc. 82

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

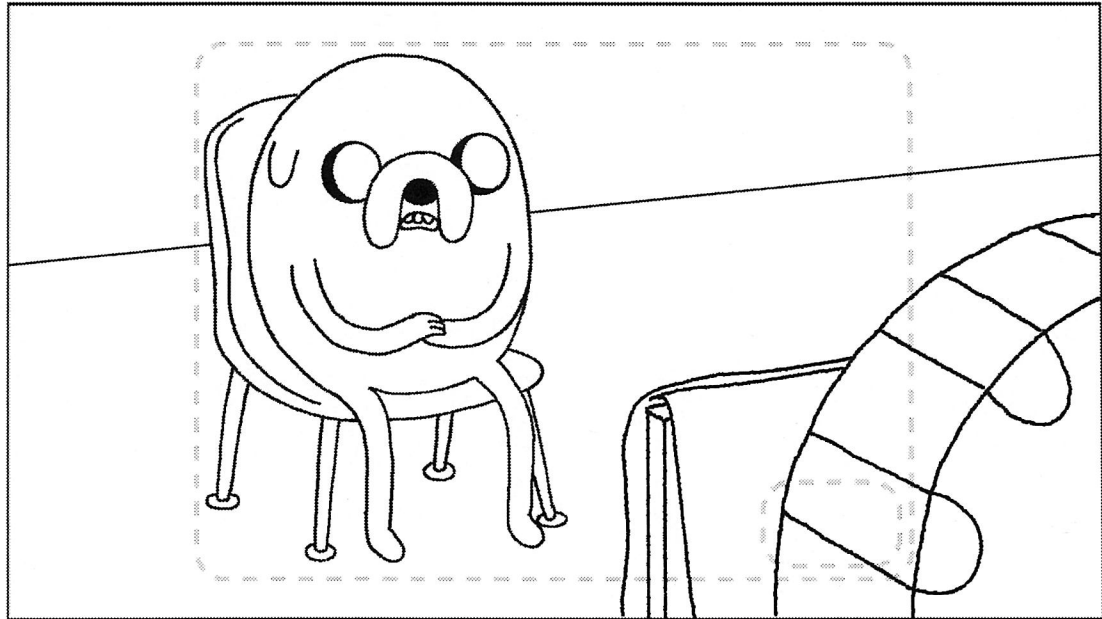


Sc. 83

Pnl. A

Bg.

day night

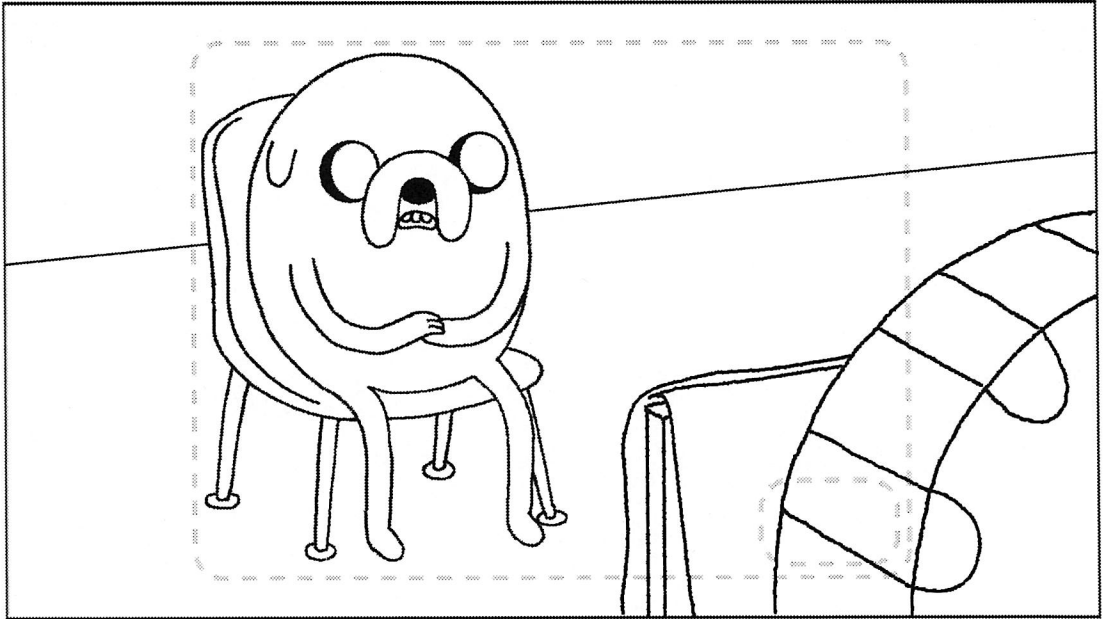


Sc. 83

Pnl. B

Bg.

day night



Dialog:

① NAH THAT'S NOT RIGHT

② THERE WAS ANOTHER ONE THAT LOOKED
LIKE IF AN ANT HILL WERE A
GIRL.

Action:

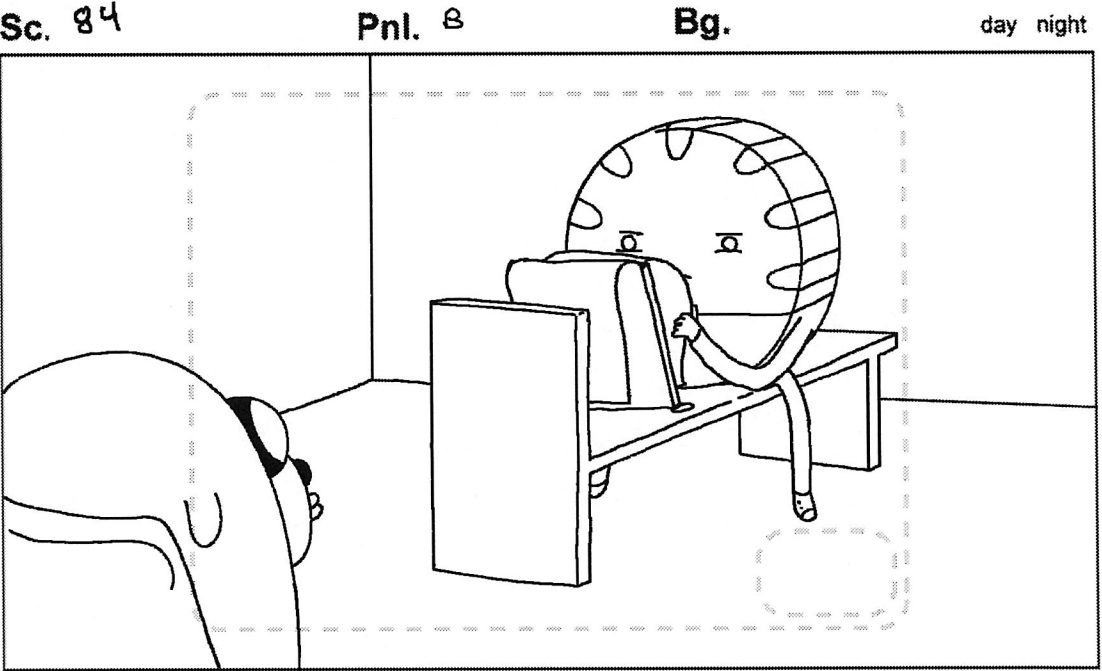
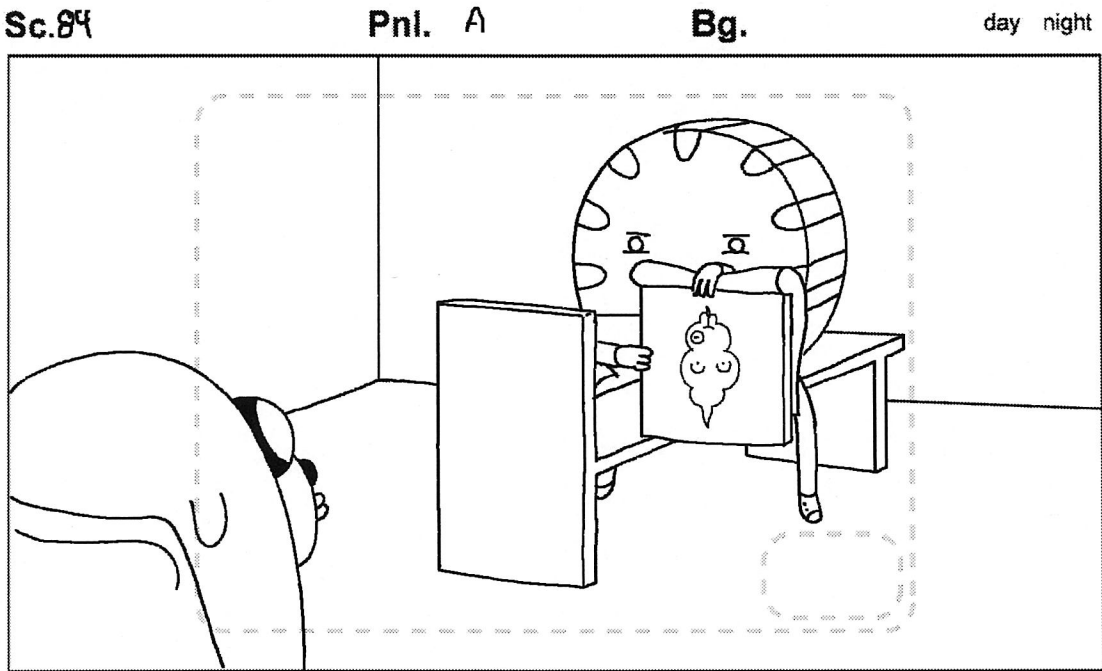
Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



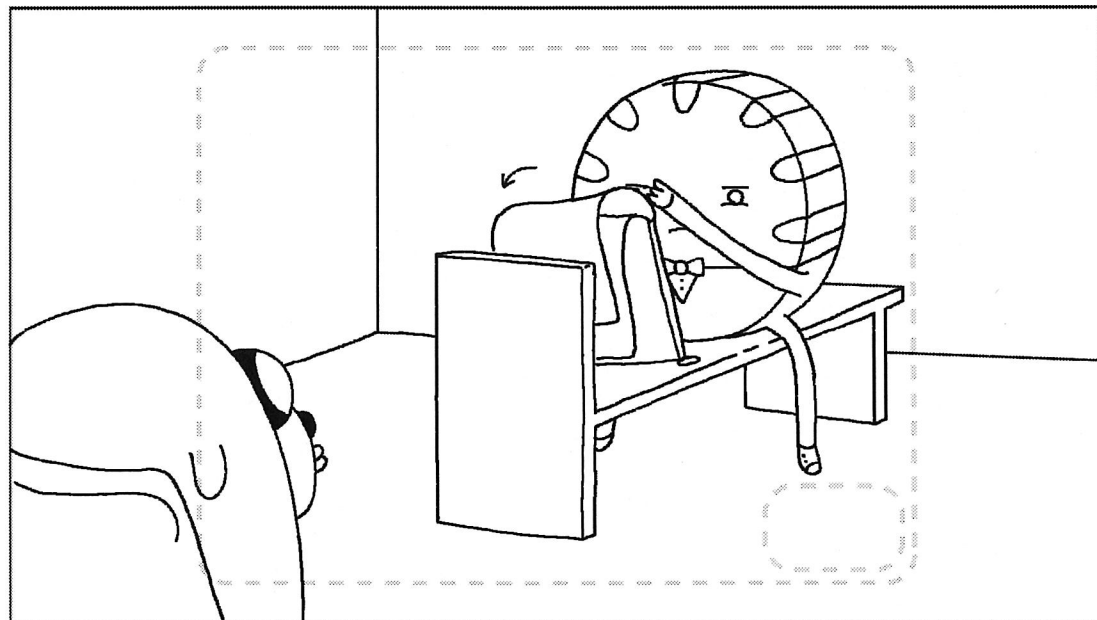
Page 135

Sc. 84

Pnl. C

Bg.

day night

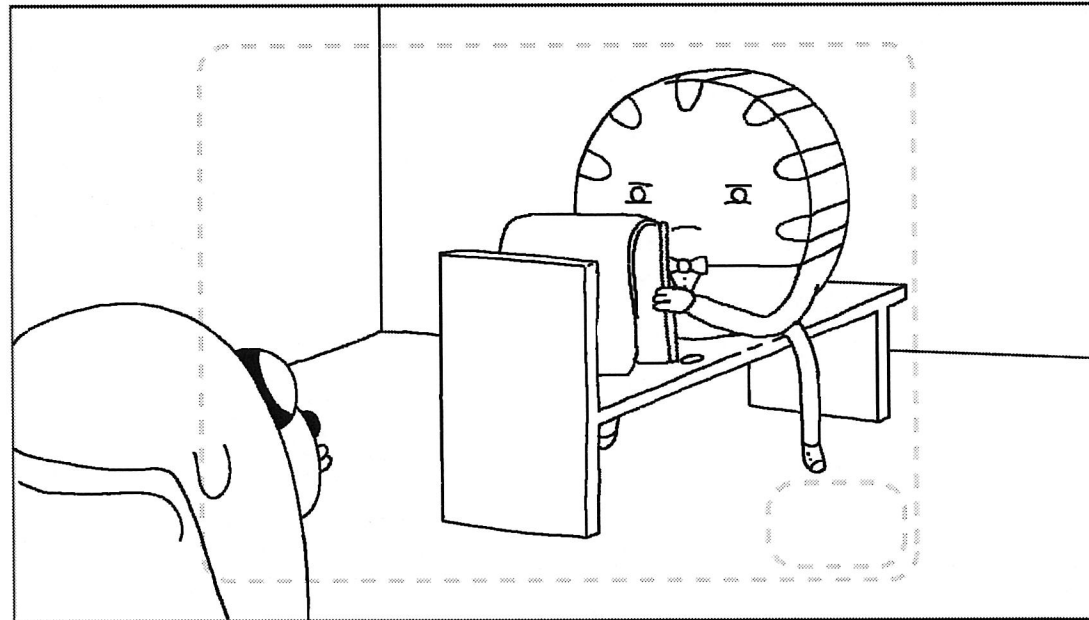


Sc. 84

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

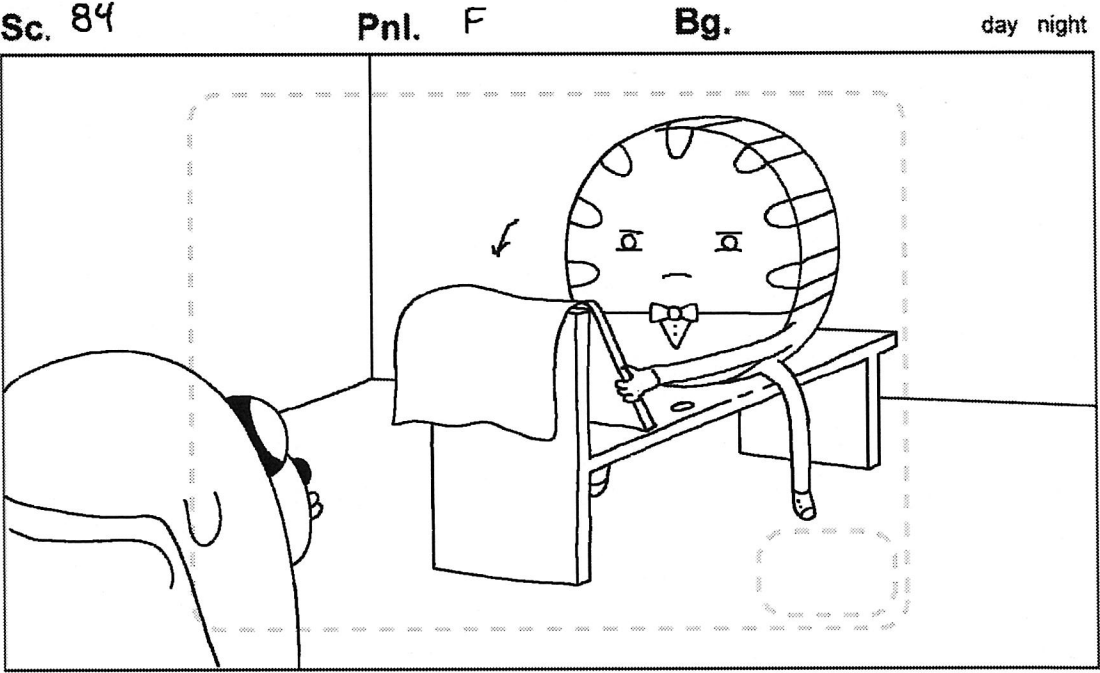
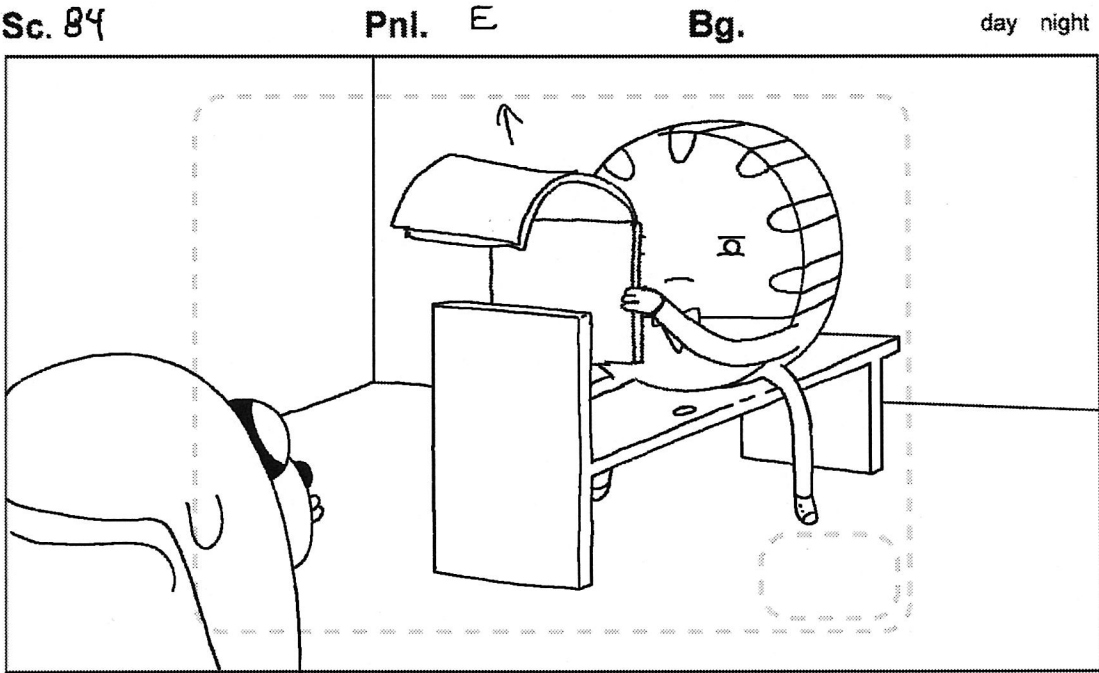
1034-214

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

1034-214 # EPISODE

Production :

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ADVENTURE TIME



Sc. 84

Pnl. G

Bg.

day night

Sc. 84

Pnl. H

Bg.

day night

Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :



ADVENTURE TIME

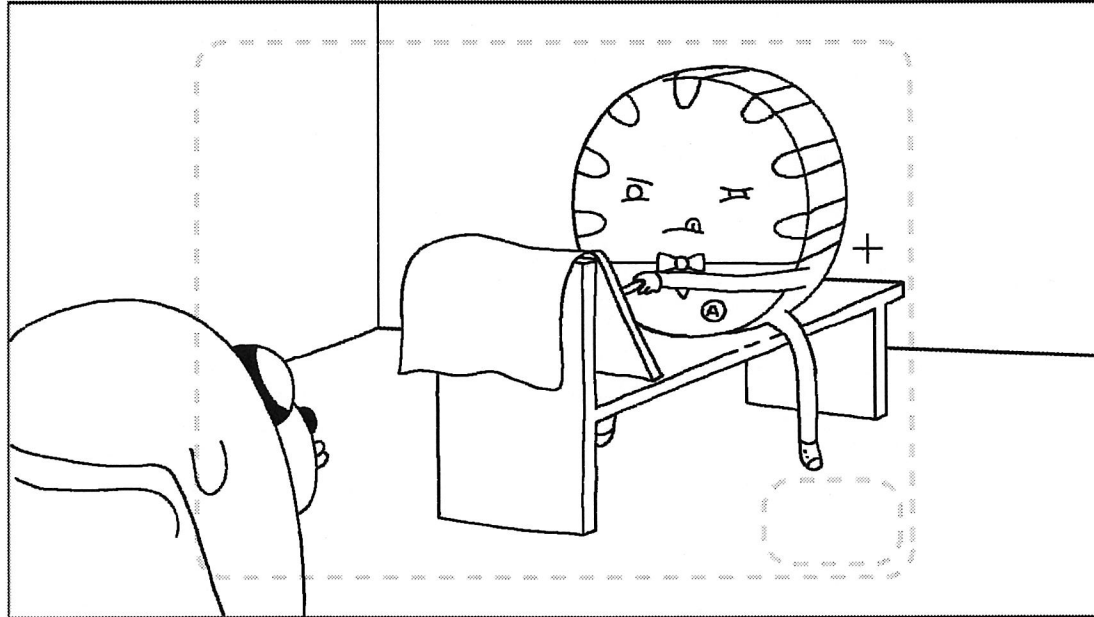
Page 138

Sc. 84

Pnl. I

Bg.

day night

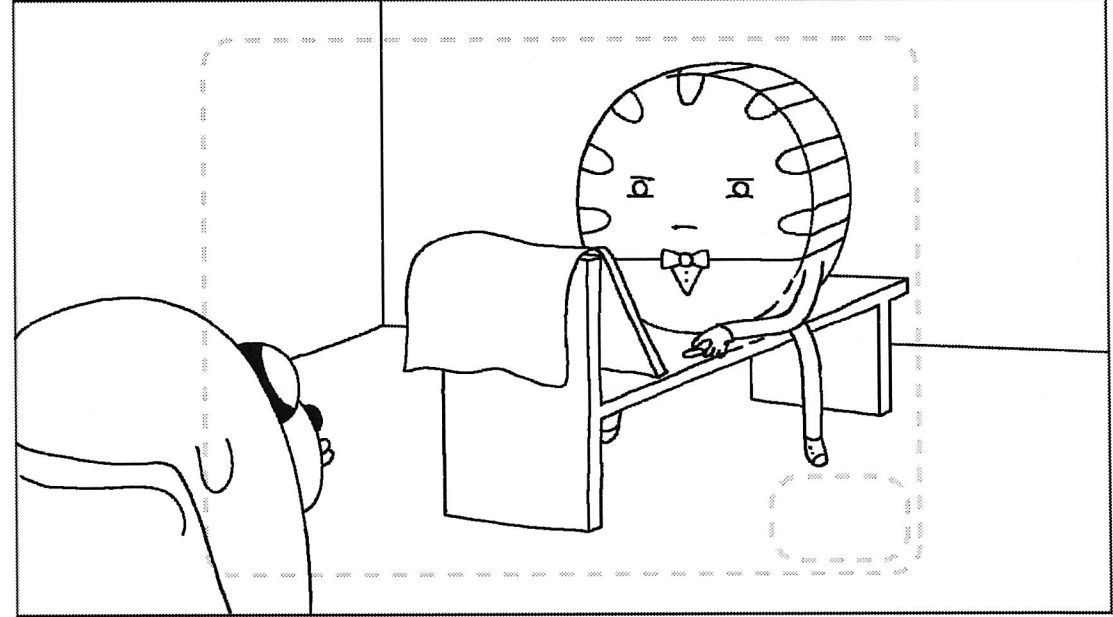


Sc. 84

Pnl. J

Bg.

day night



Dialog:

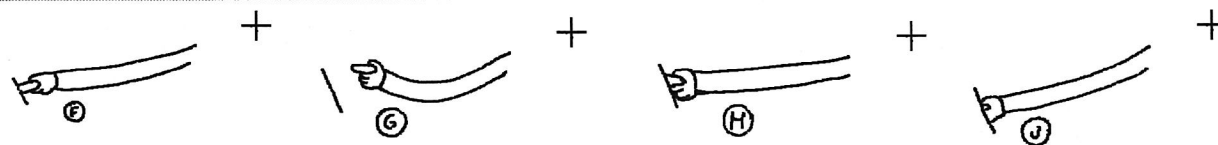
Action:

DRAWs:



SETS DOWN CONTE',

Timing:



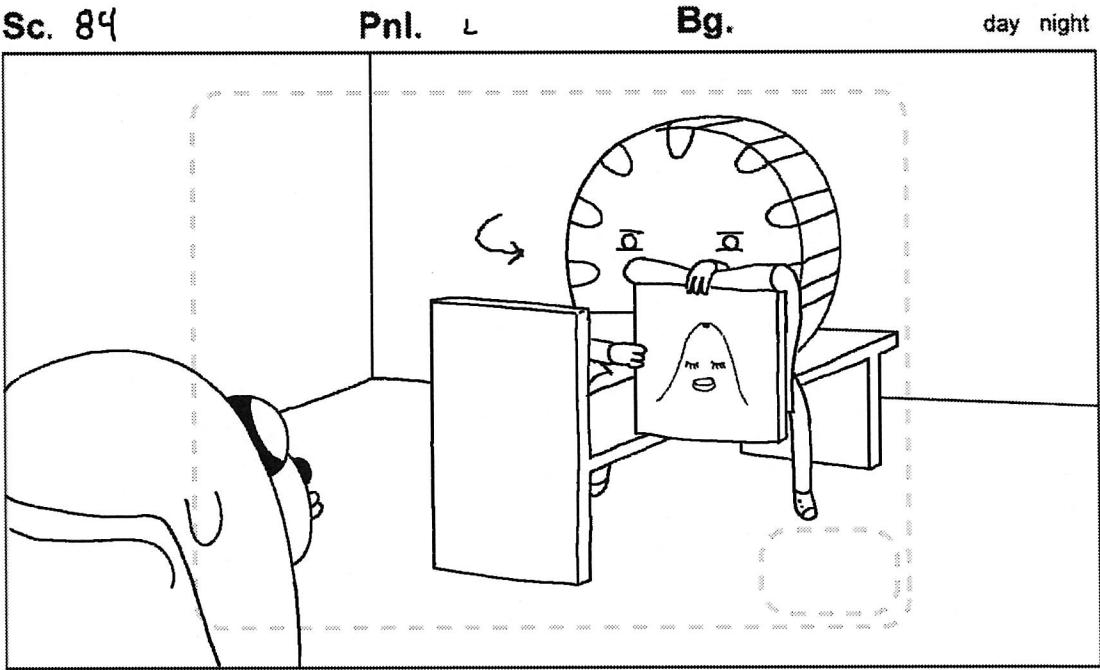
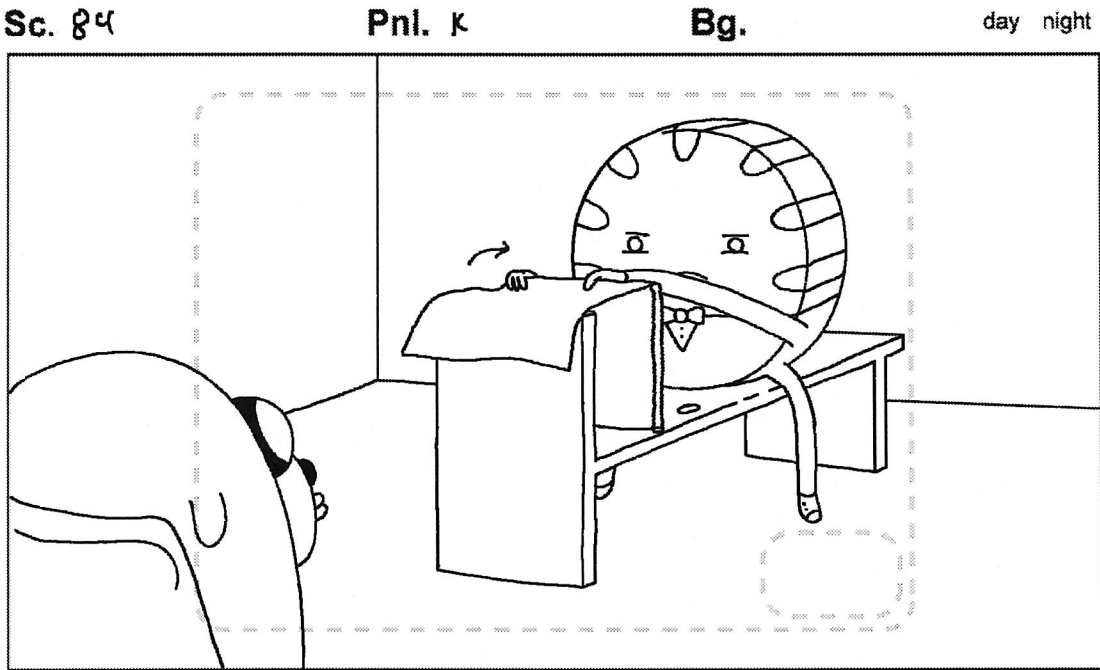
1034-214

EPISODE

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ADVENTURE TIME



Dialog:
Action:
Timing:

1034-214 EPISODE #

Production :

ADVENTURE TIME

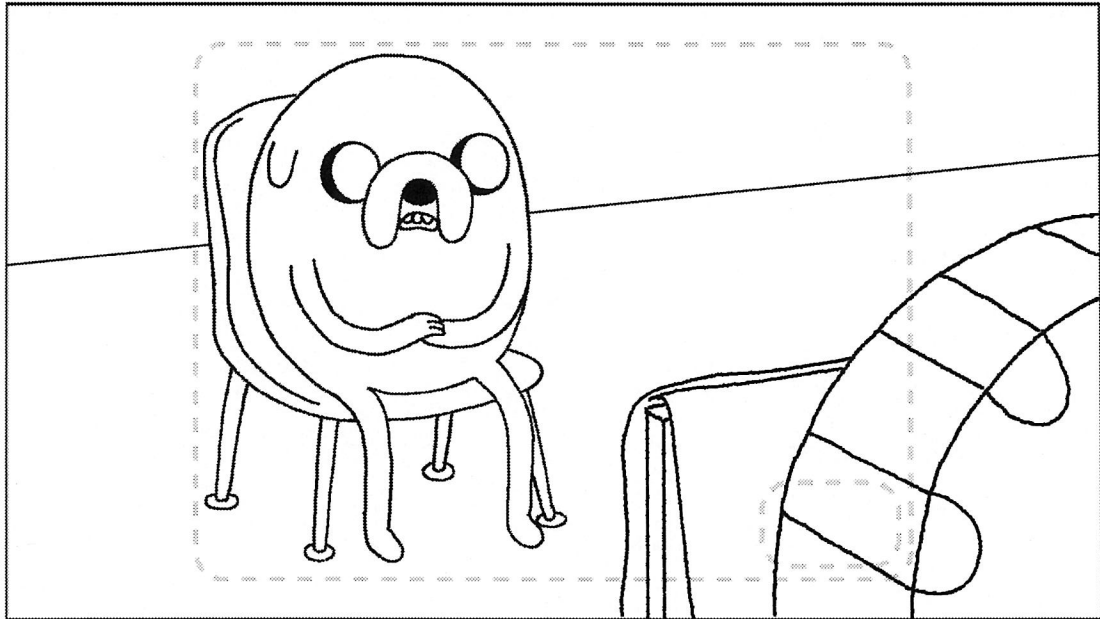


Sc. 85

Pnl. A

Bg.

day night

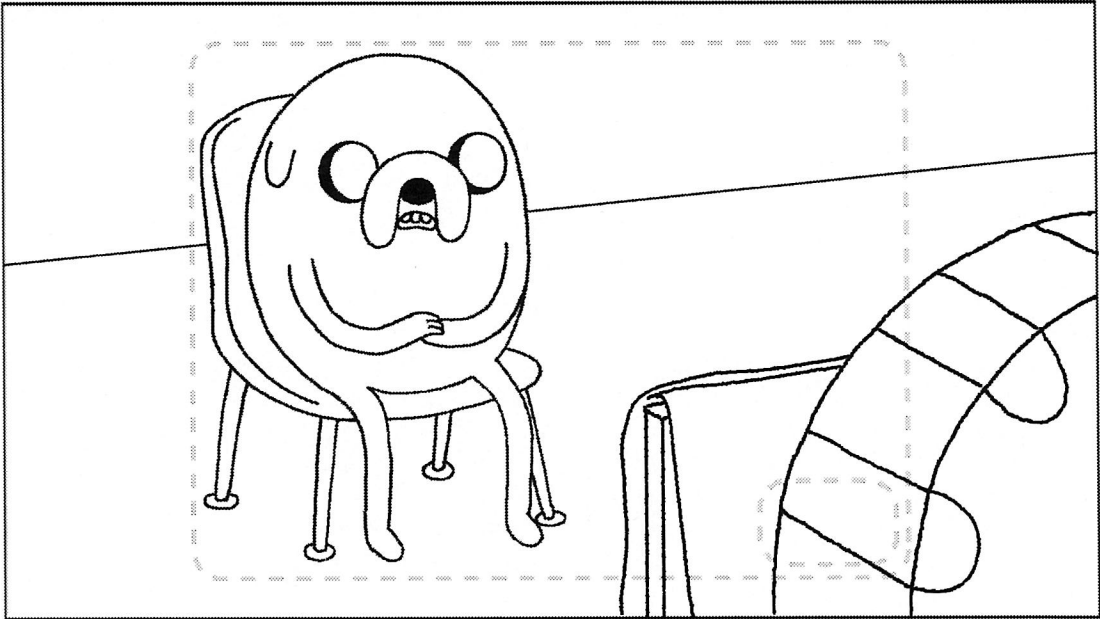


Sc. 85

Pnl. B

Bg.

day night



Dialog:

① NAH THAT'S NOT RIGHT

② THERE'S ONE THEM THAT LOOKED
LIKE A WET UNCLE.

Action:

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME

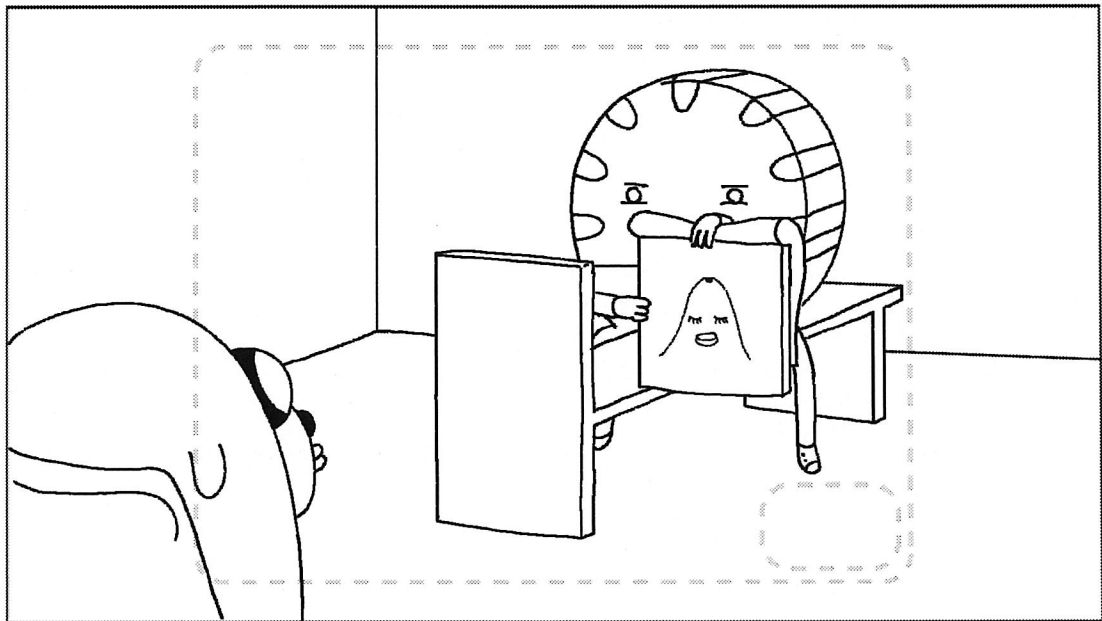


Sc. 86

Pnl. A

Bg.

day night

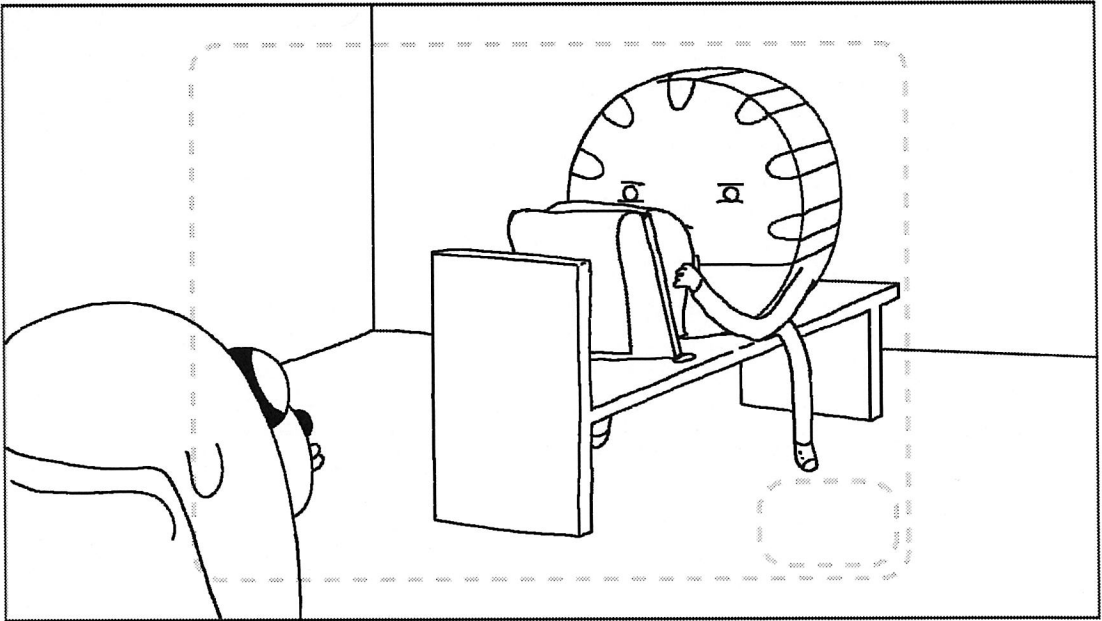


Sc. 86

Pnl. B

Bg.

day night



Dialog:

Action:

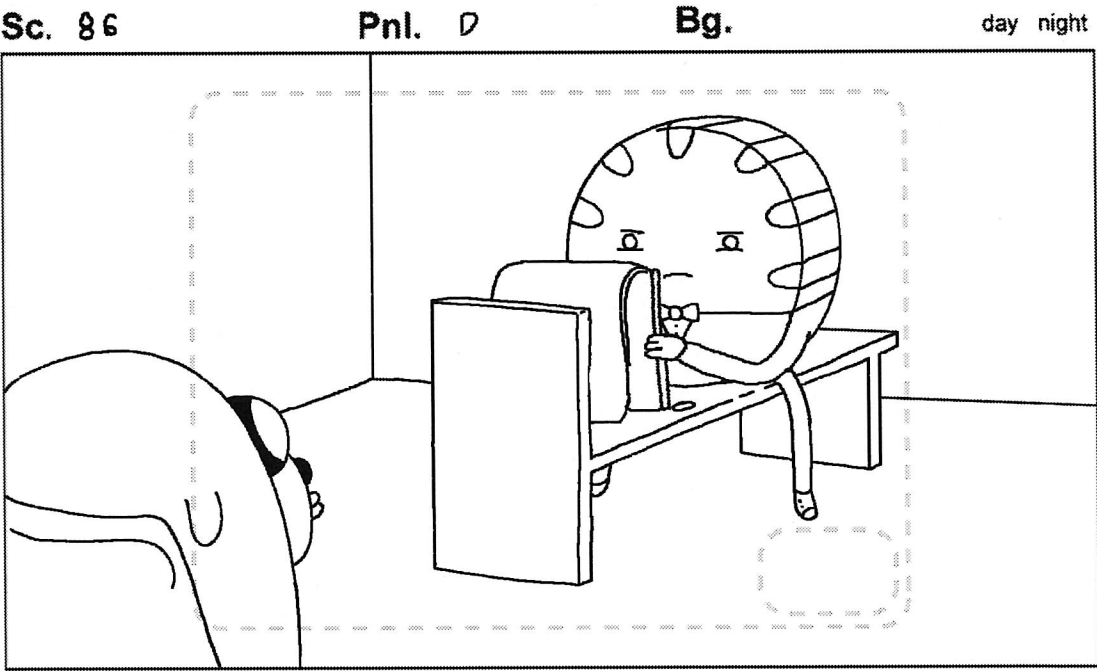
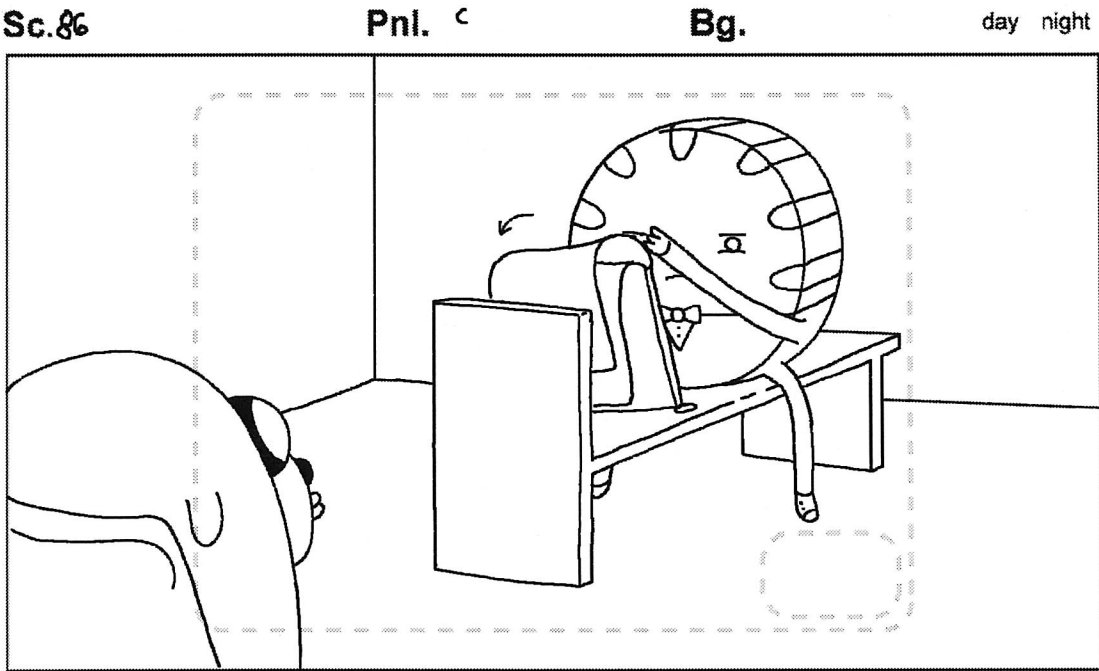
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

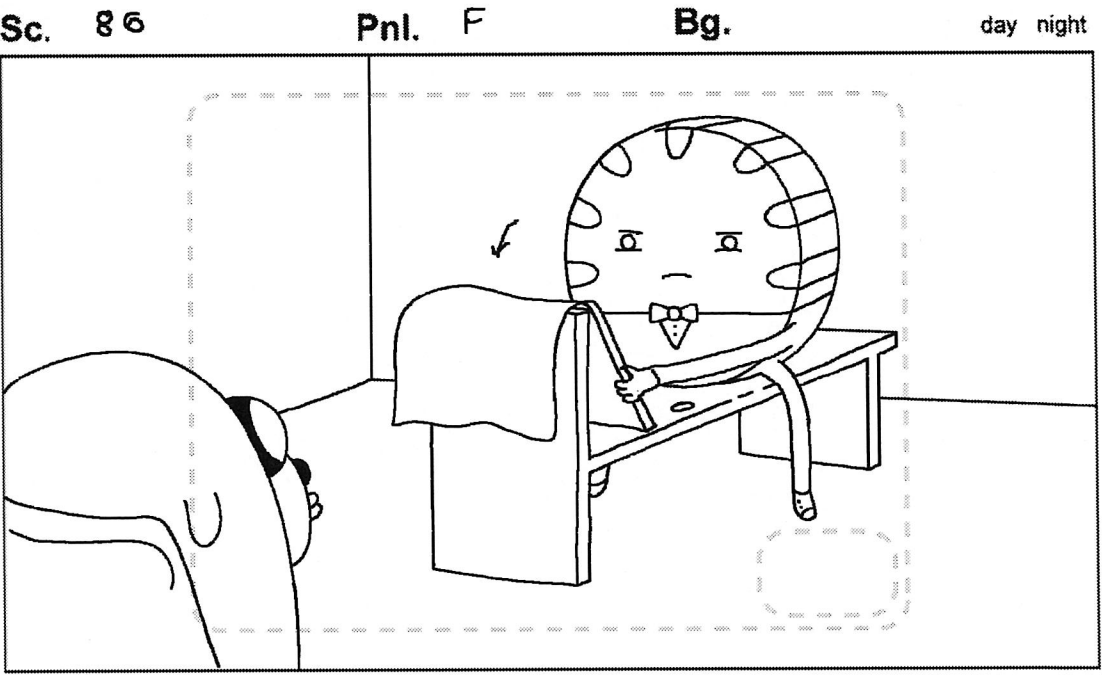
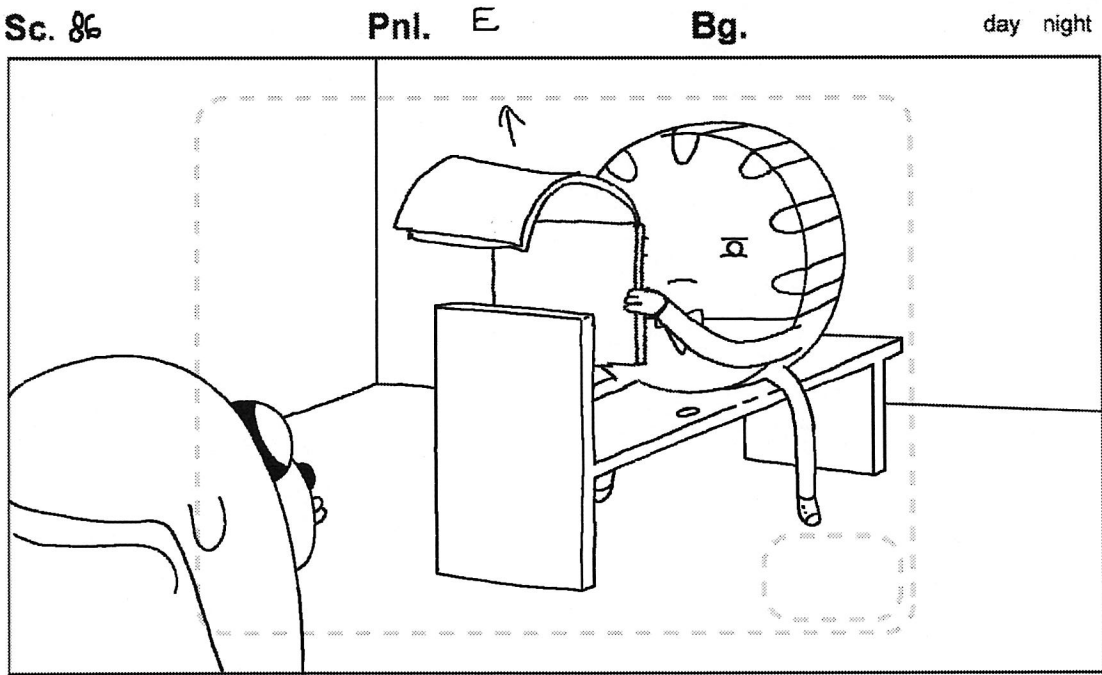
1034-214

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ADVENTURE TIME



Dialog:
Action:
Timing:

1034-214

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ADVENTURE TIME

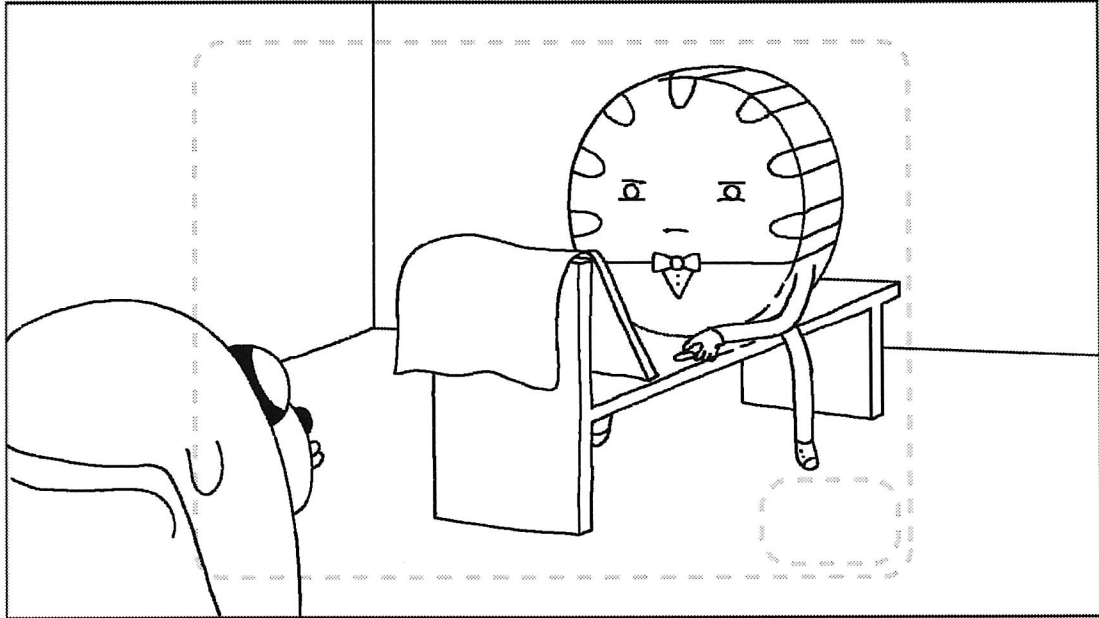


Sc. 86

Pnl. G

Bg.

day night

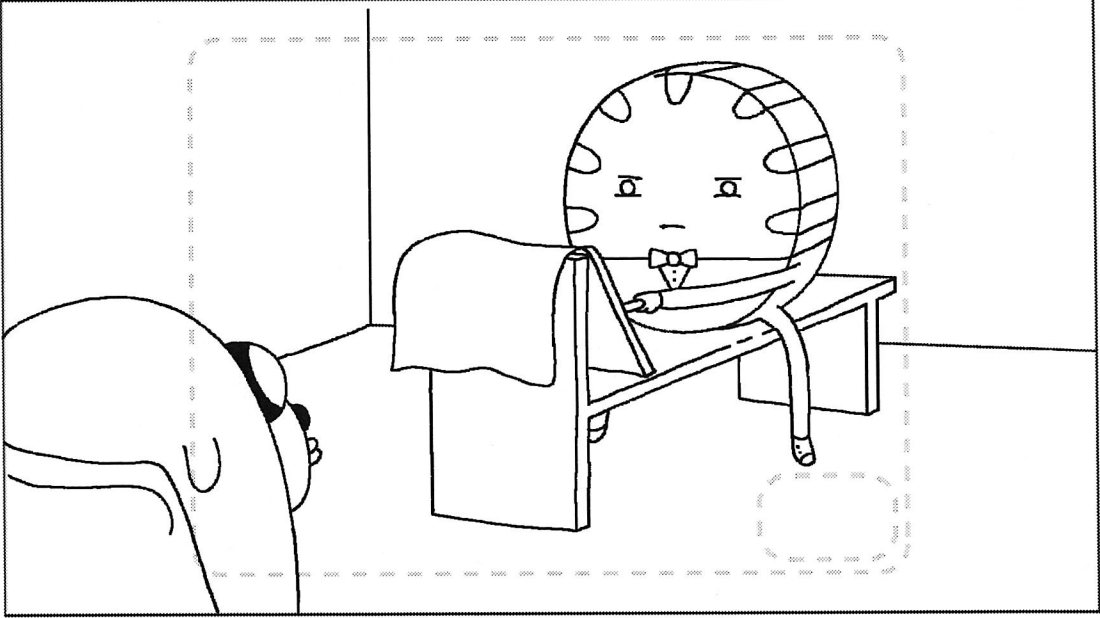


Sc. 86

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

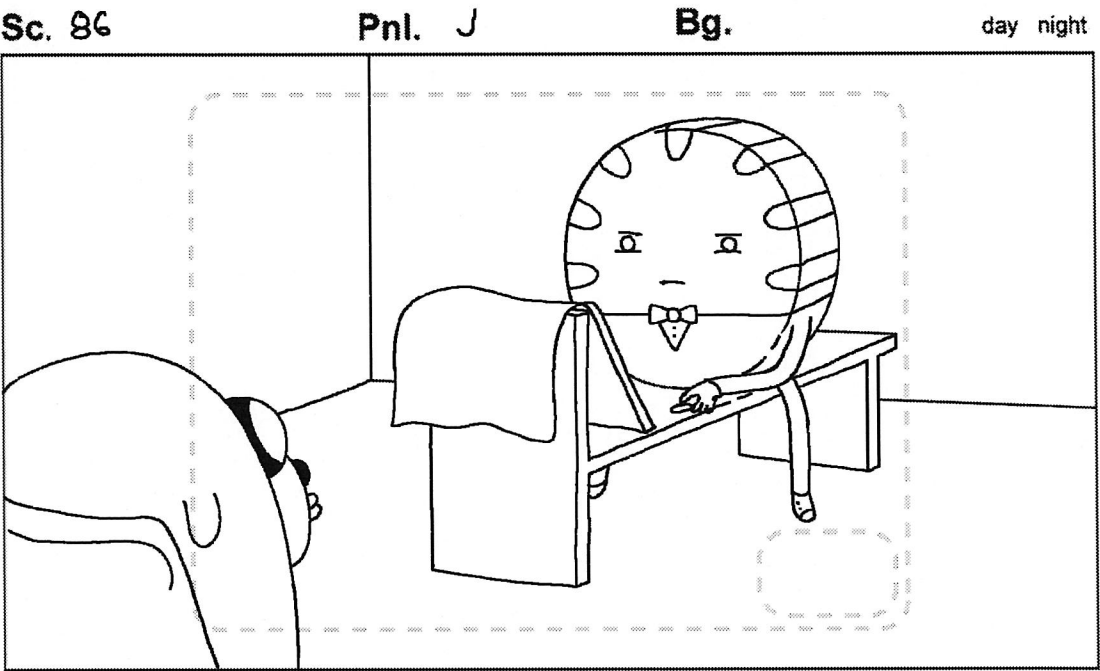
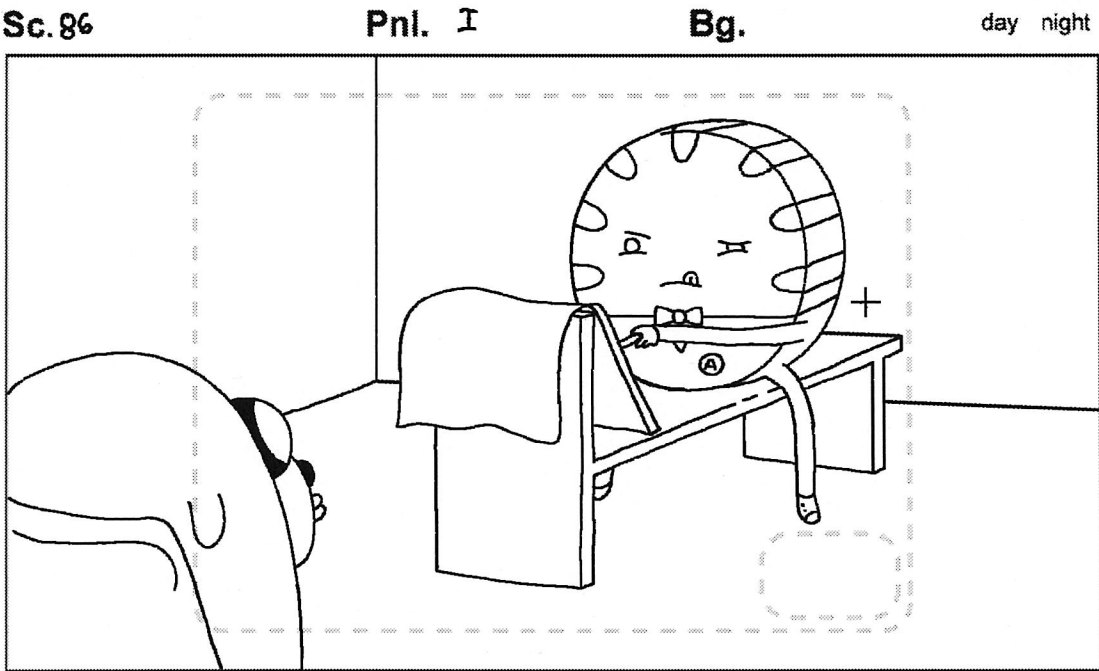
1034-214




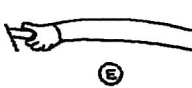
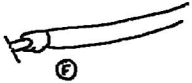

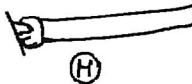

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ADVENTURE TIME



Dialog:	
Action:	DRAWs:  +  +  +  + SETS DOWN CONTÉ,
Timing:	 +  +  + 

1034-214

EPISODE #

Production :

ADVENTURE TIME

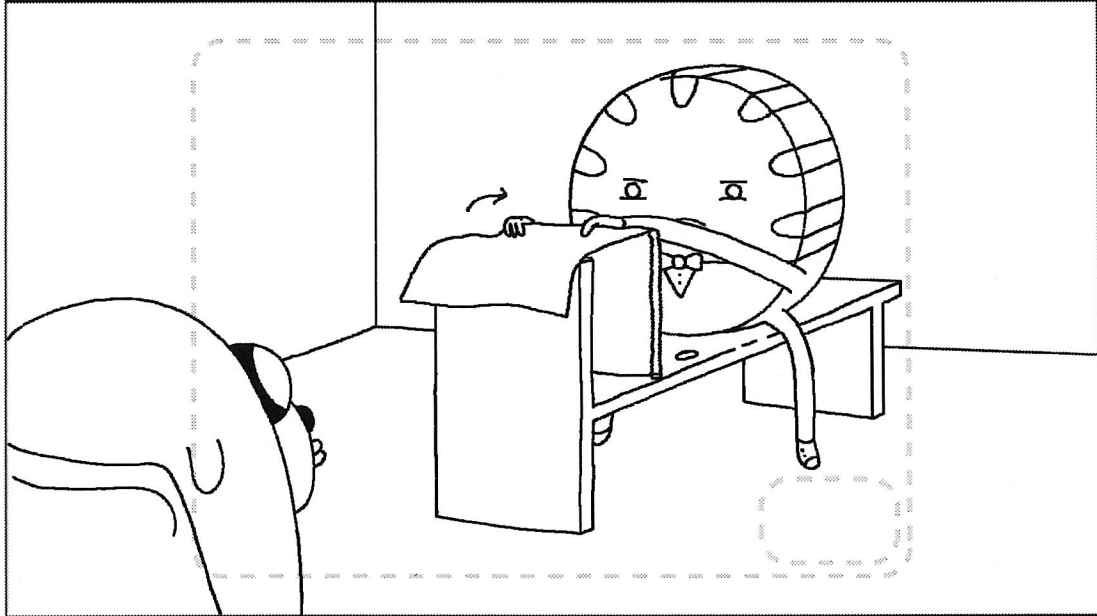


Sc. 86

Pnl. K

Bg.

day night

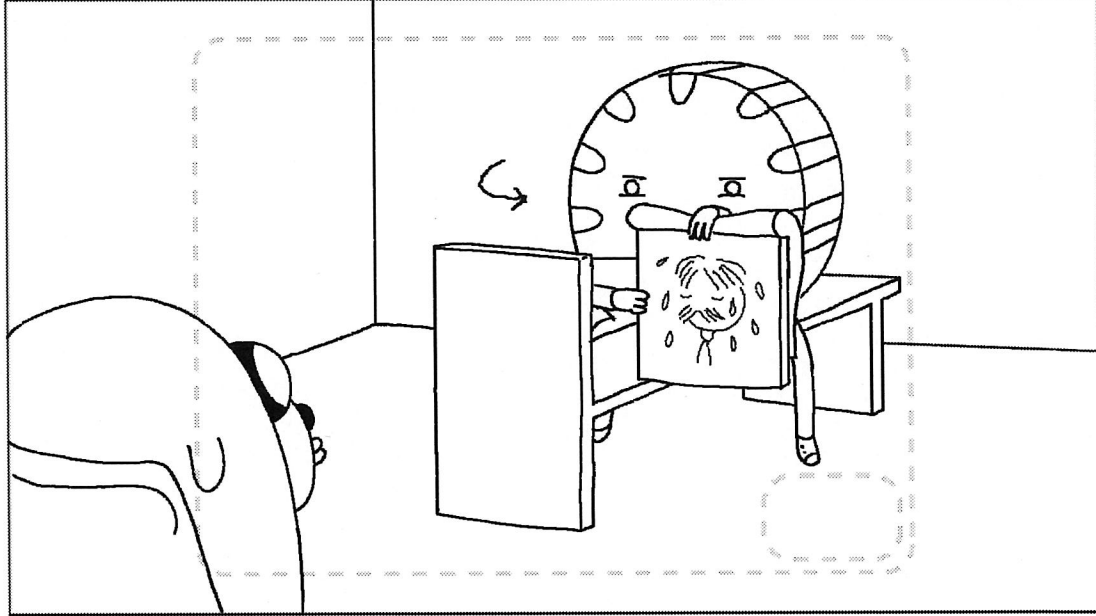


Sc. 86

Pnl. L

Bg.

day night



Dialog:

Action:

Timing:

1034-214 # EPISODE

Production :

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ADVENTURE TIME

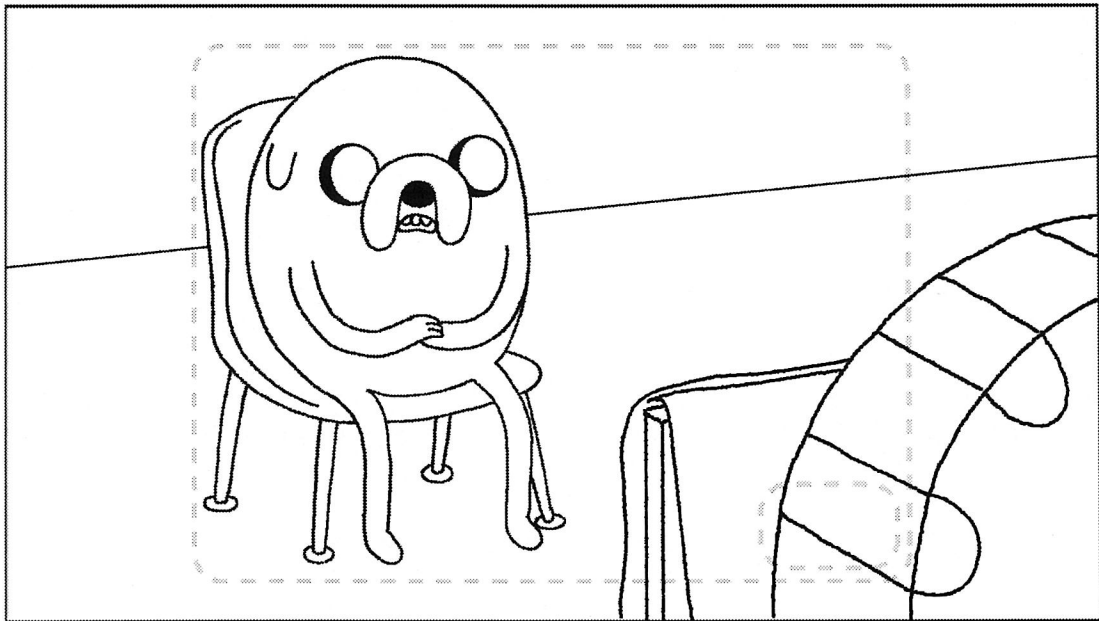


Sc. 87

Pnl. A

Bg.

day night

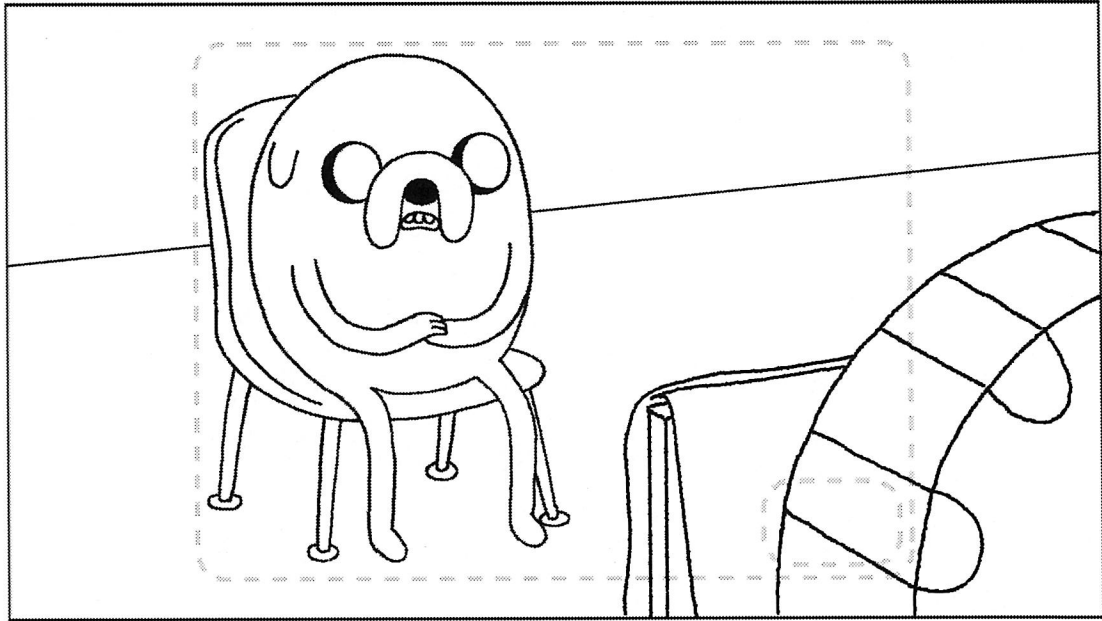


Sc. 87

Pnl. B

Bg.

day night



Dialog:	
① NAH THAT'S NOT RIGHT	② THERE WAS A LADY WHO LOOKED LIKE BLACK DRAPES ON A CAKE POP.
Action:	
Timing:	

1034-214

EPISODE

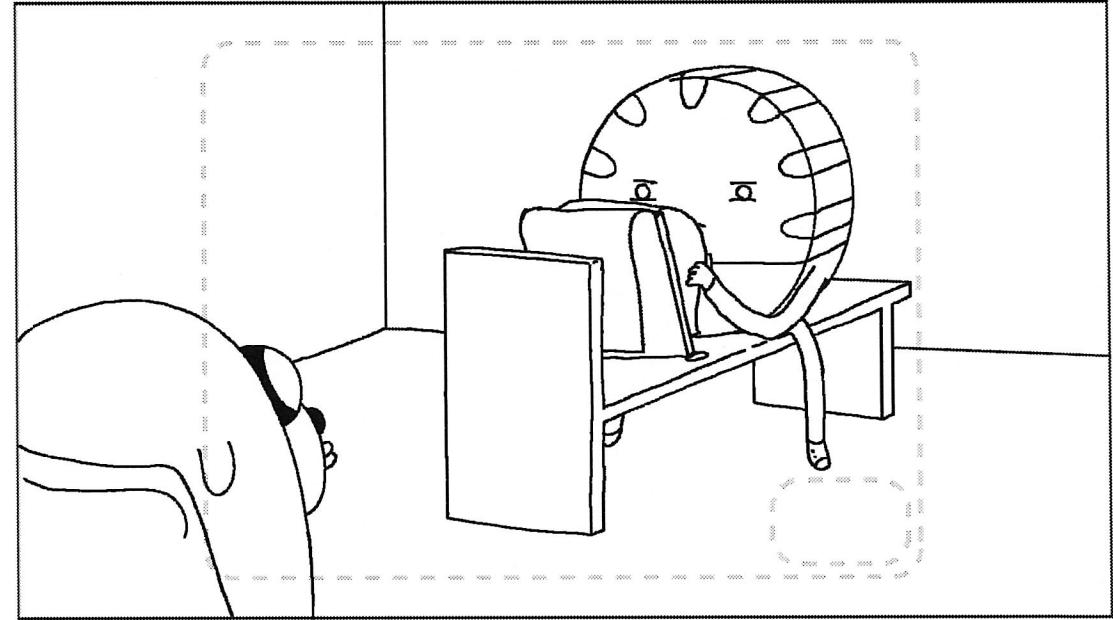
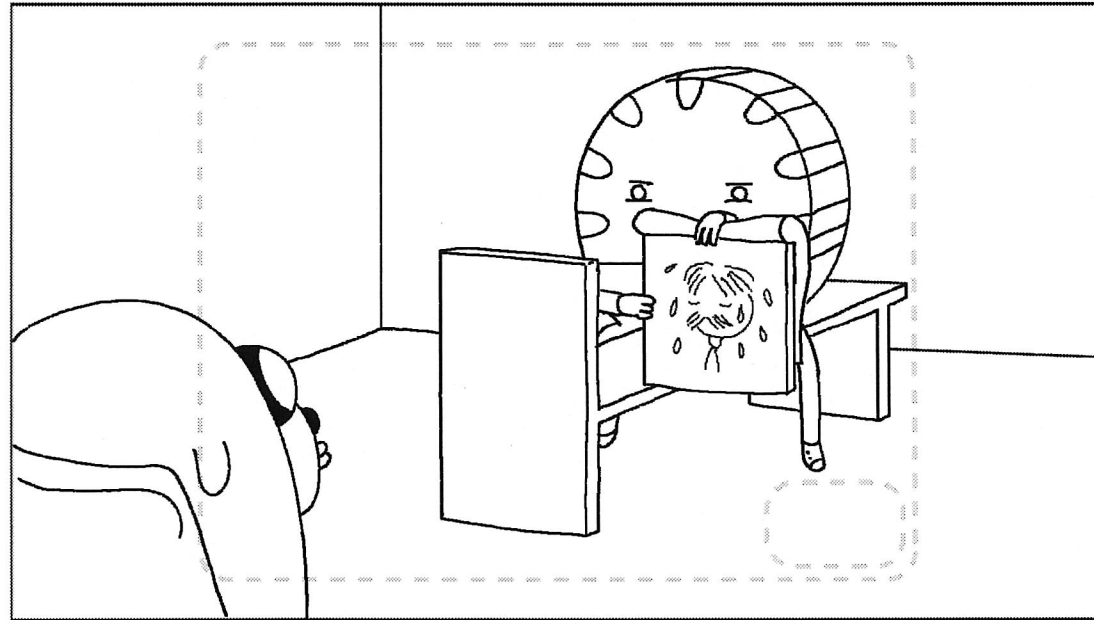
Production :

day night

Sc. 98

Pnl. B

day night



Timing:

Production :

ADVENTURE TIME

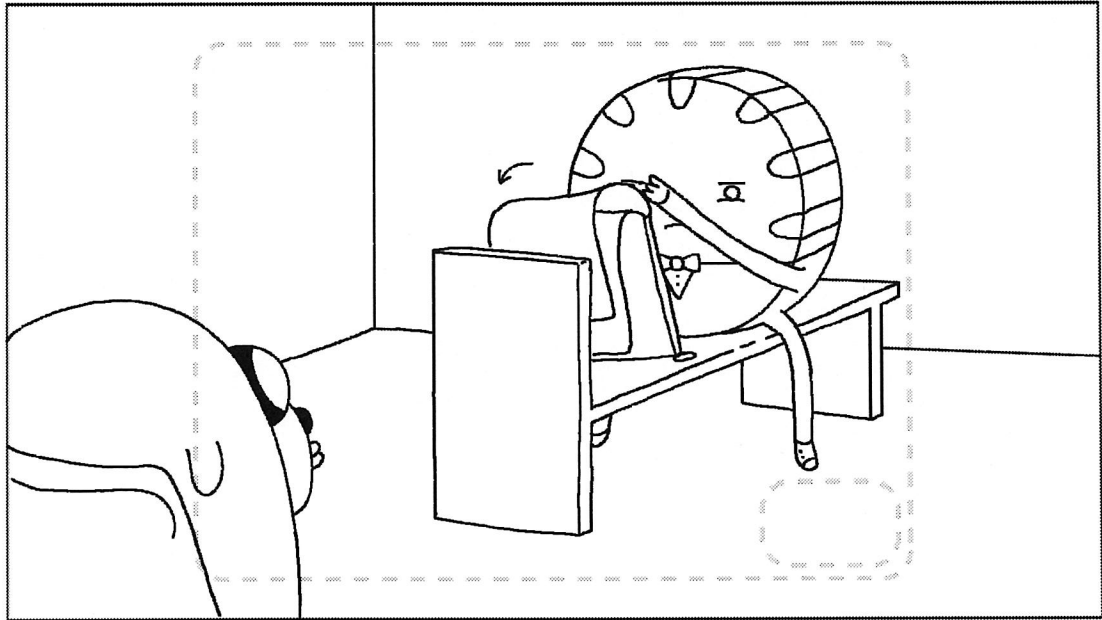


Sc. 88

Pnl. C

Bg.

day night

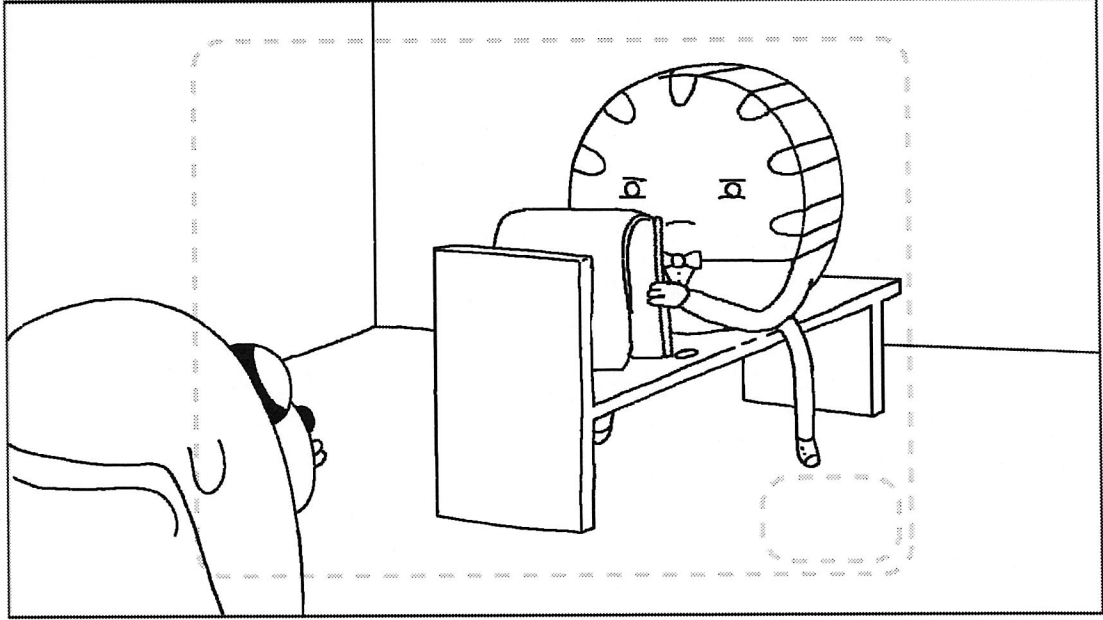


Sc. 88

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

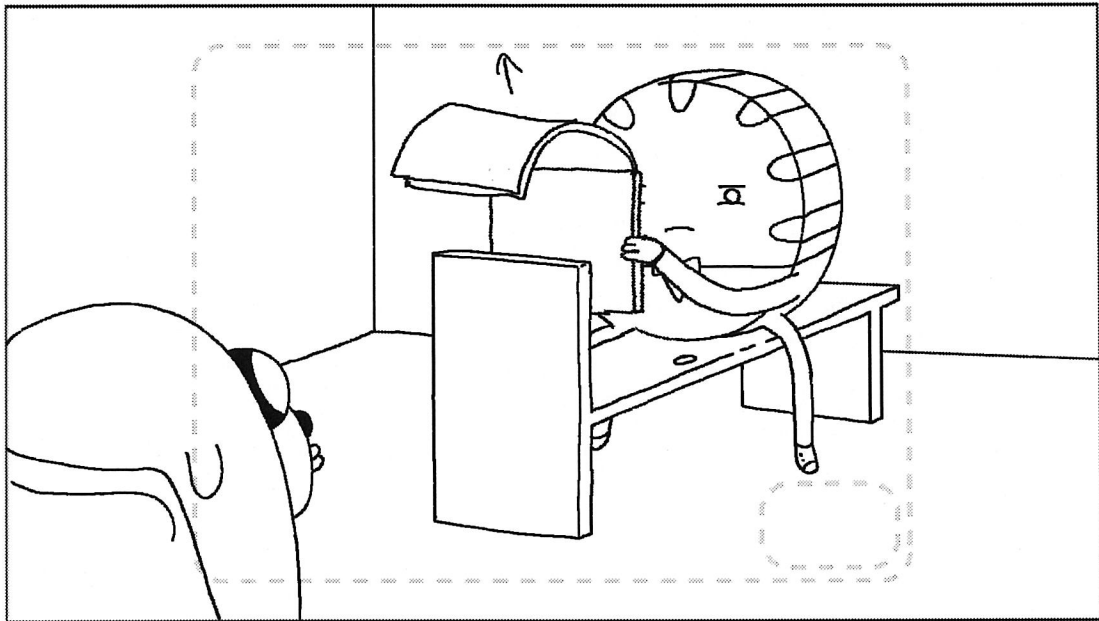


Sc. 88

Pnl. E

Bg.

day night

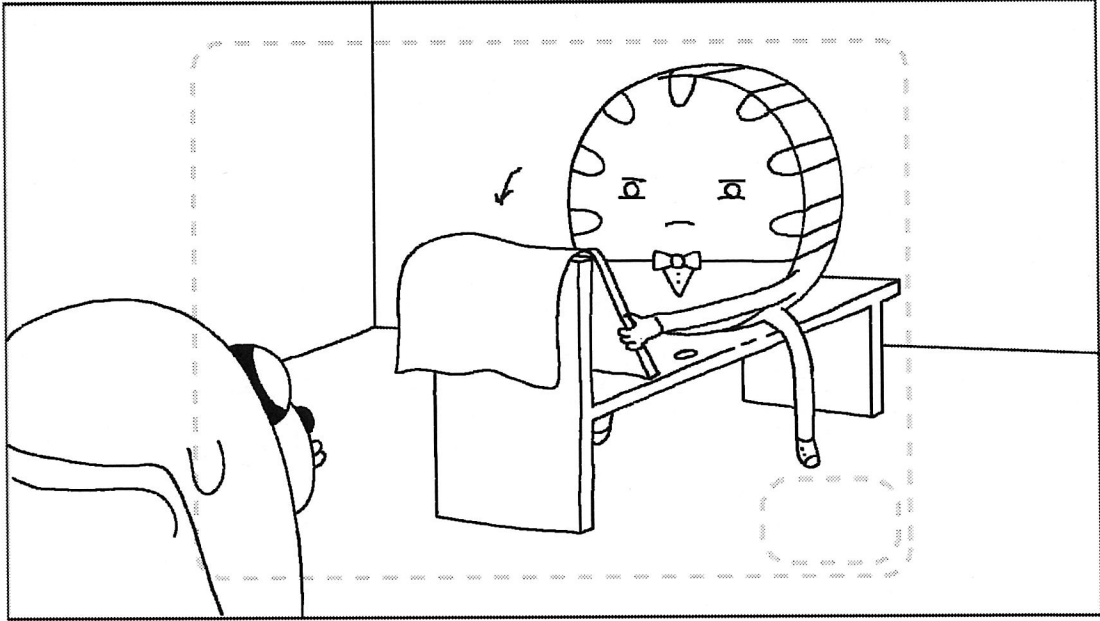


Sc. 88

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME

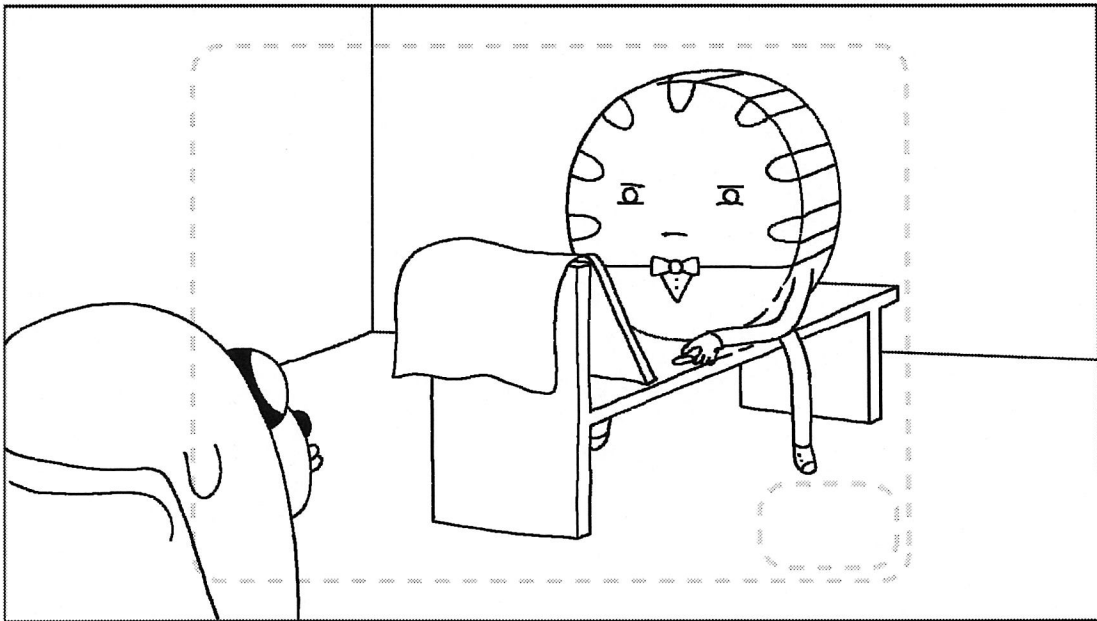


Sc. 88

Pnl. G

Bg.

day night

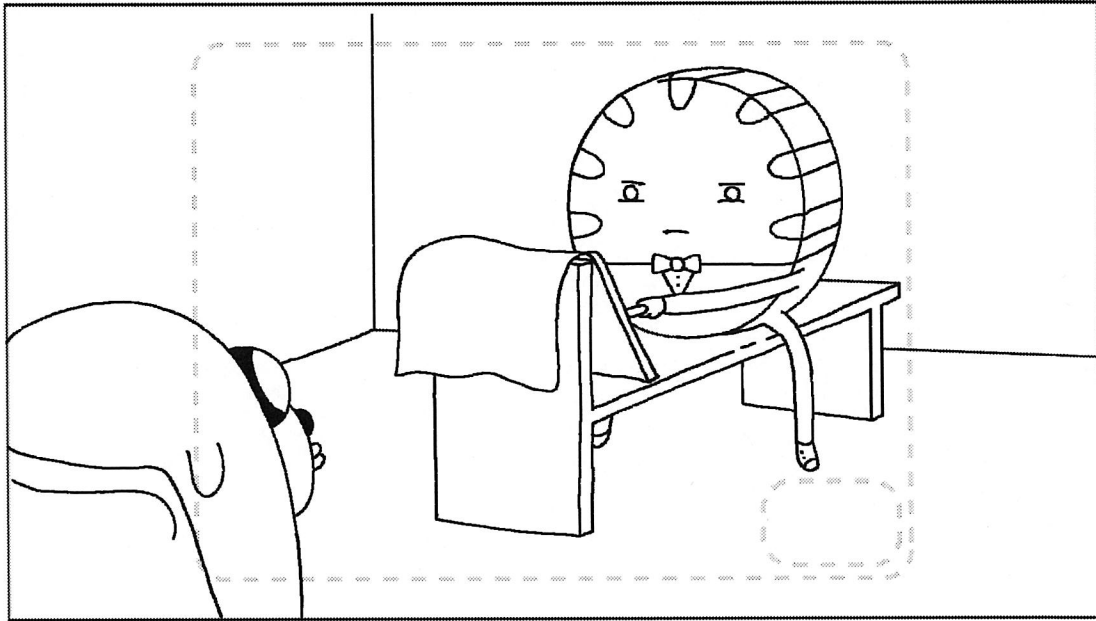


Sc. 88

Pnl. H

Bg.

day night



Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME

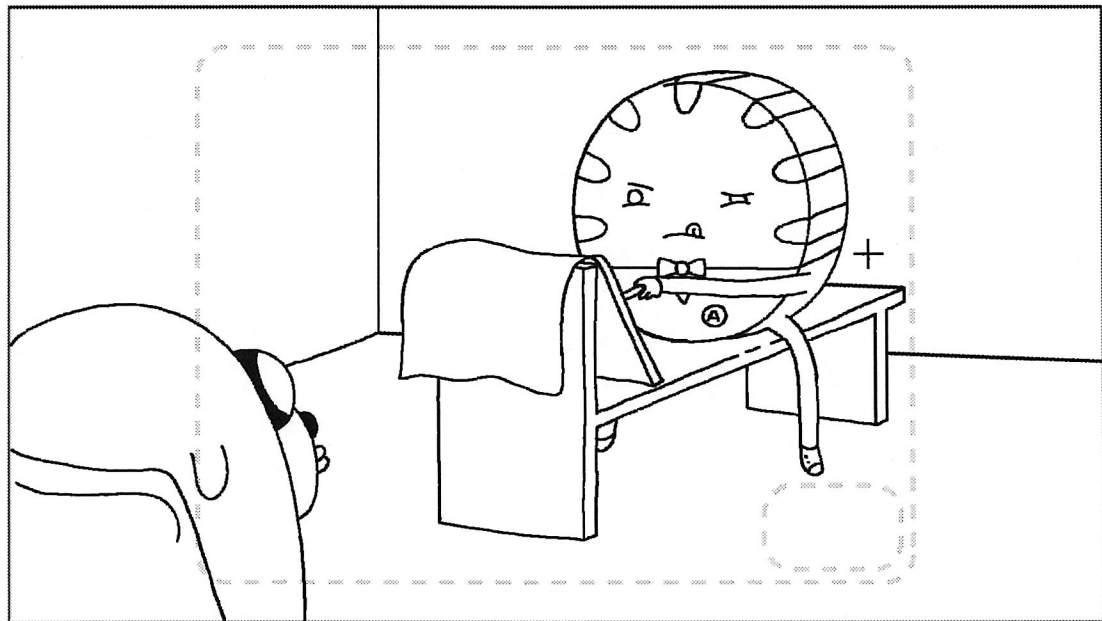


Sc. 88

Pnl. 7

Bg.

day night

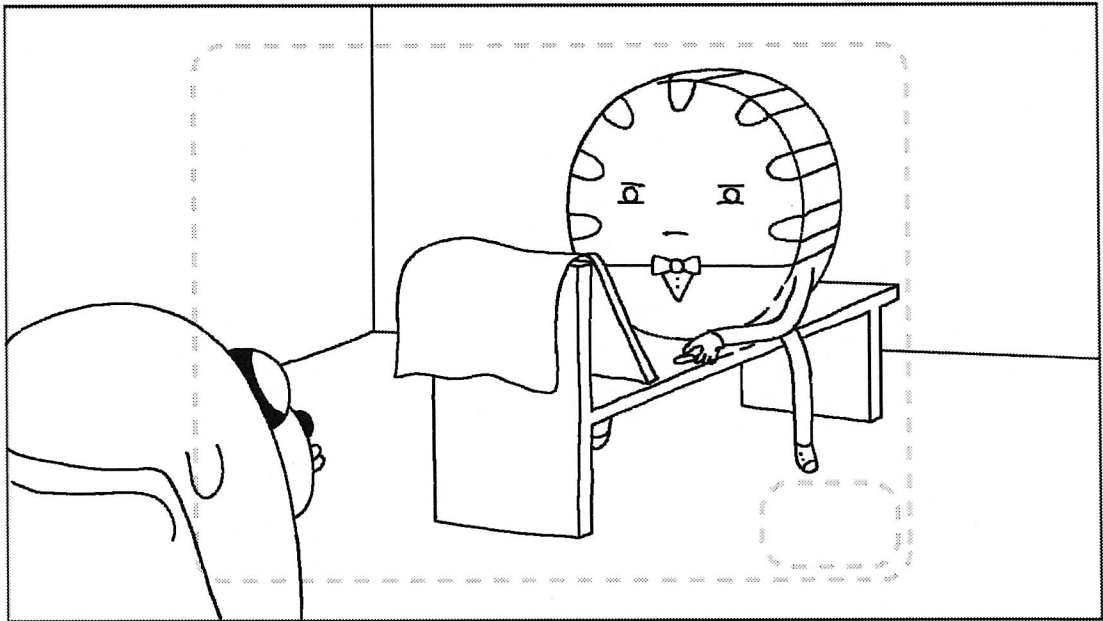


Sc. 88

Pnl. 7

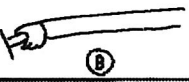
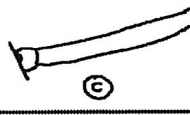

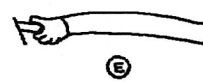
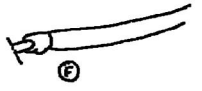

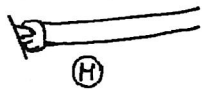

Bg.

day night



1034-214

EPISODE #

Dialog:	
Action:	DRAWs:  +  +  +  + SETS DOWN CONTÉ,
Timing:	 +  +  + 

Production :

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ADVENTURE TIME

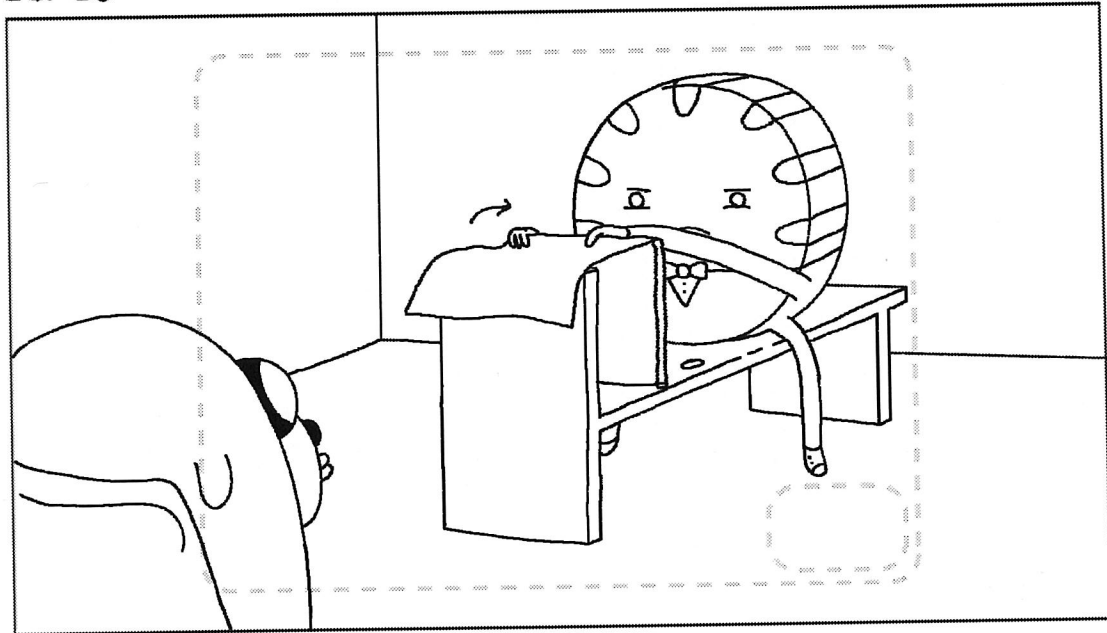


Sc. 88

Pnl. K

Bg.

day night

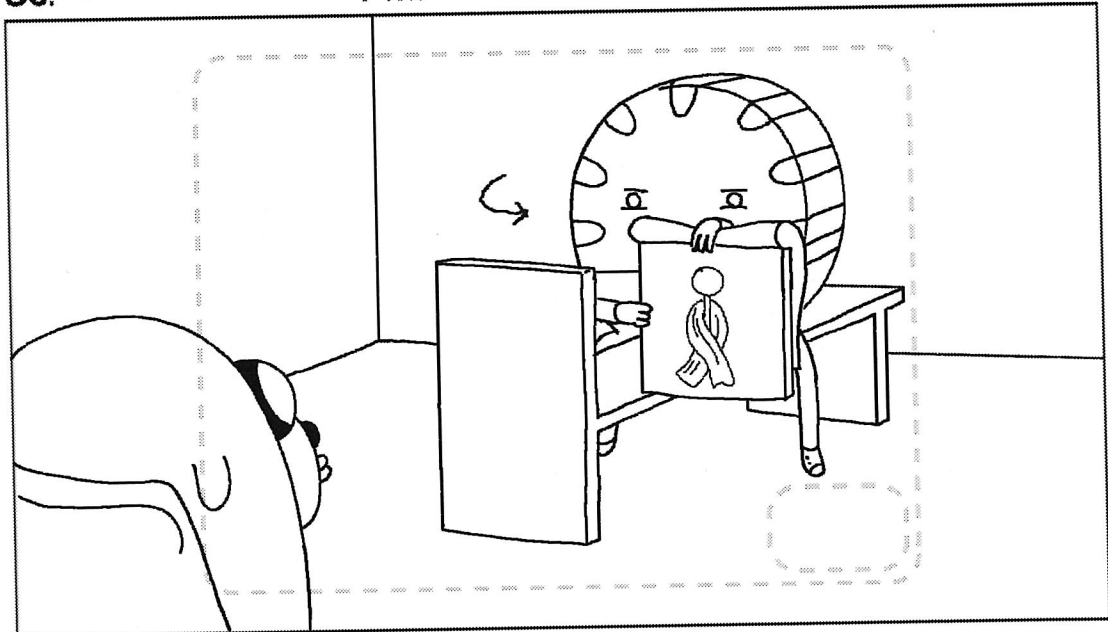


Sc. 88

Pnl. L

Bg.

day night



Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME

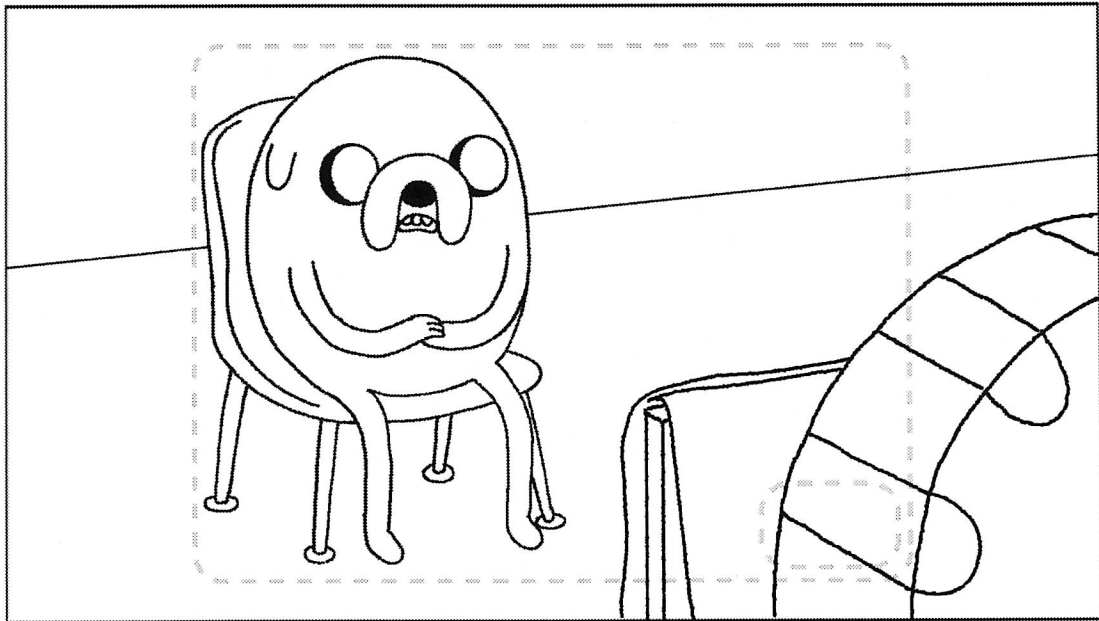


Sc. 89

Pnl. A

Bg.

day night

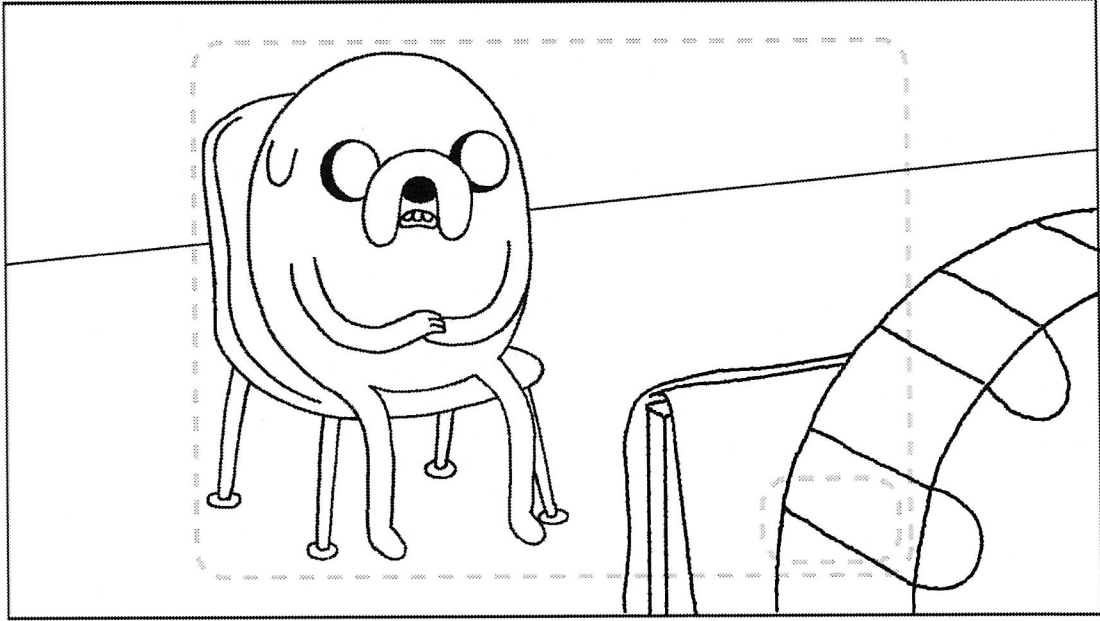


Sc. 89

Pnl. B

Bg.

day night



Dialog:

① NAH THAT'S NOT RIGHT

② OK ALSO THERE WAS ONE THAT LOOKED
LIKE AN ANGRY STOP SIGN COMING
OUT OF A LOAF OF BREAD.

Action:

Timing:

1034-214 # EPISODE

Production :

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ADVENTURE TIME



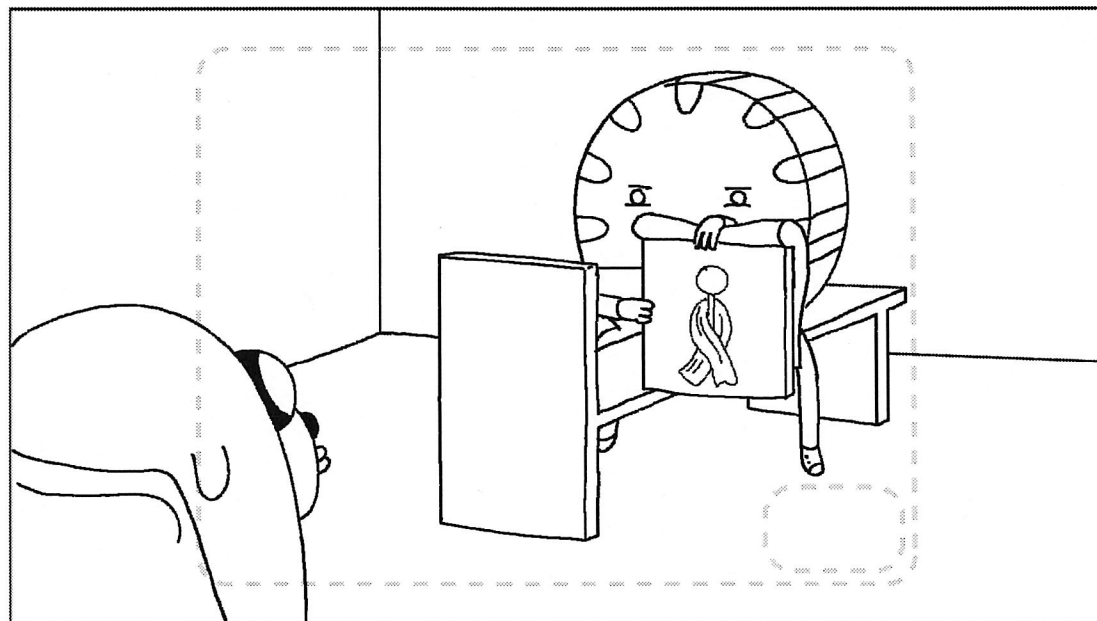
Page 155

Sc. 90

Pnl. A

Bg.

day night

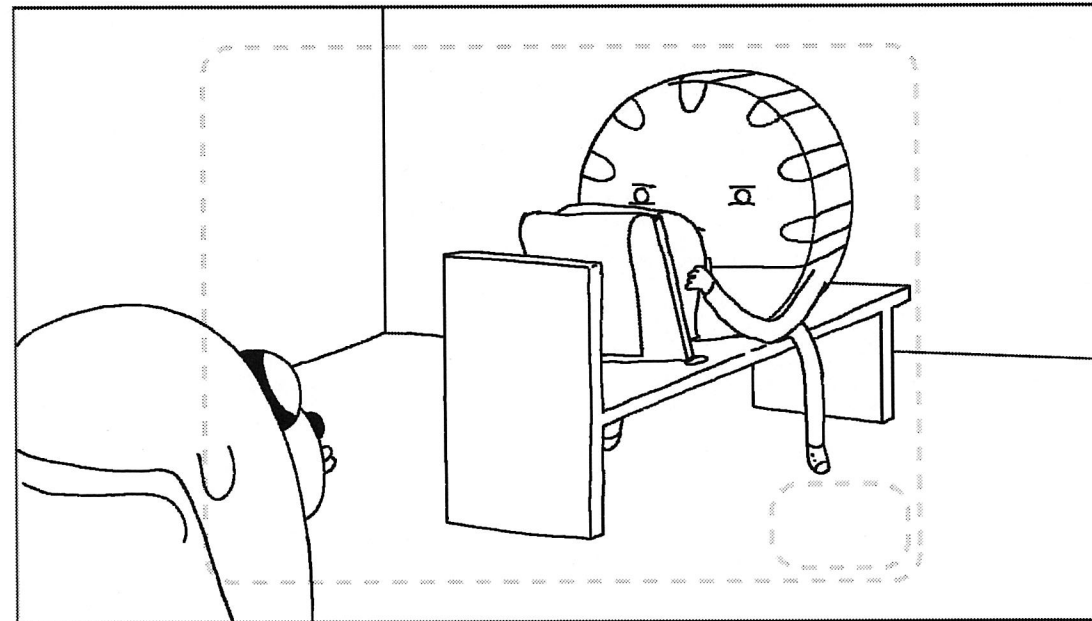


Sc. 90

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1034-214

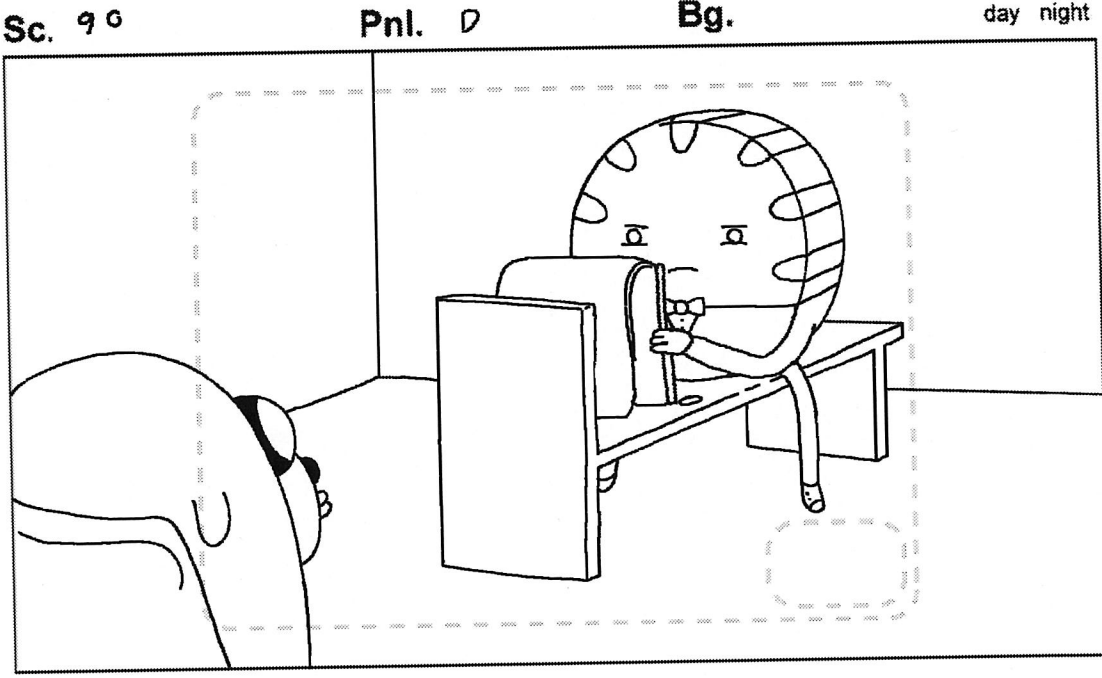
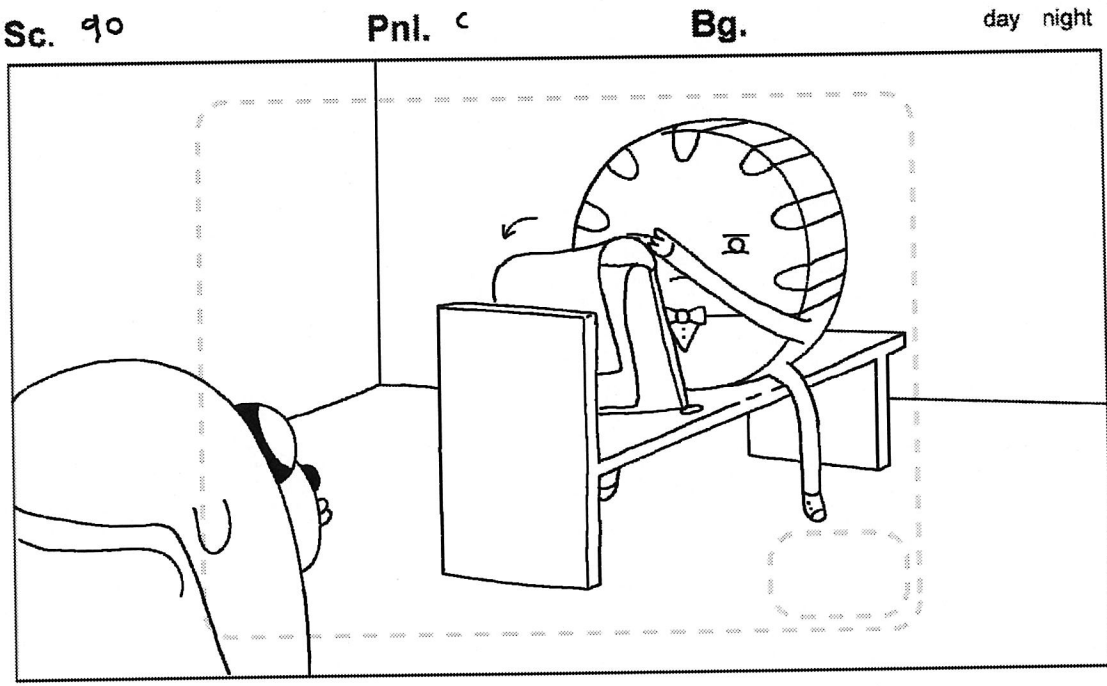
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

Action:

Timing:

1034-214

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ADVENTURE TIME



Sc. 90 Pnl. E Bg. day night

Sc. 90 Pnl. F Bg. day night

Dialog:
Action:
Timing:

1034-214

EPISODE #

Production :



ADVENTURE TIME

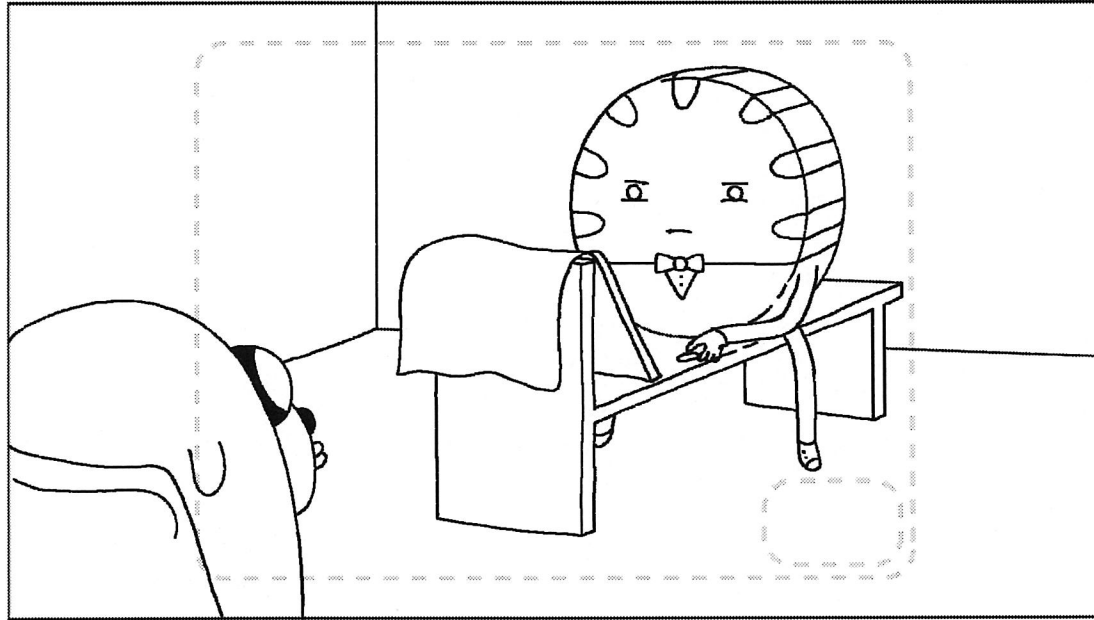
Page 158

Sc. 90

Pnl. G

Bg.

day night

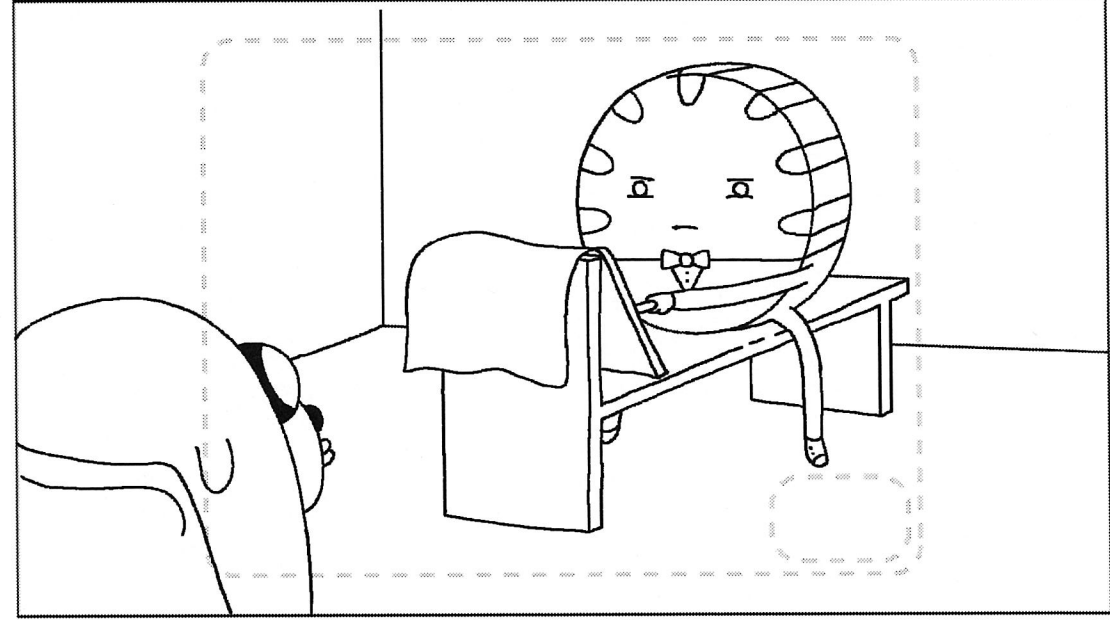


Sc. 90

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

1034-214 # EPISODE

Production :



ADVENTURE TIME

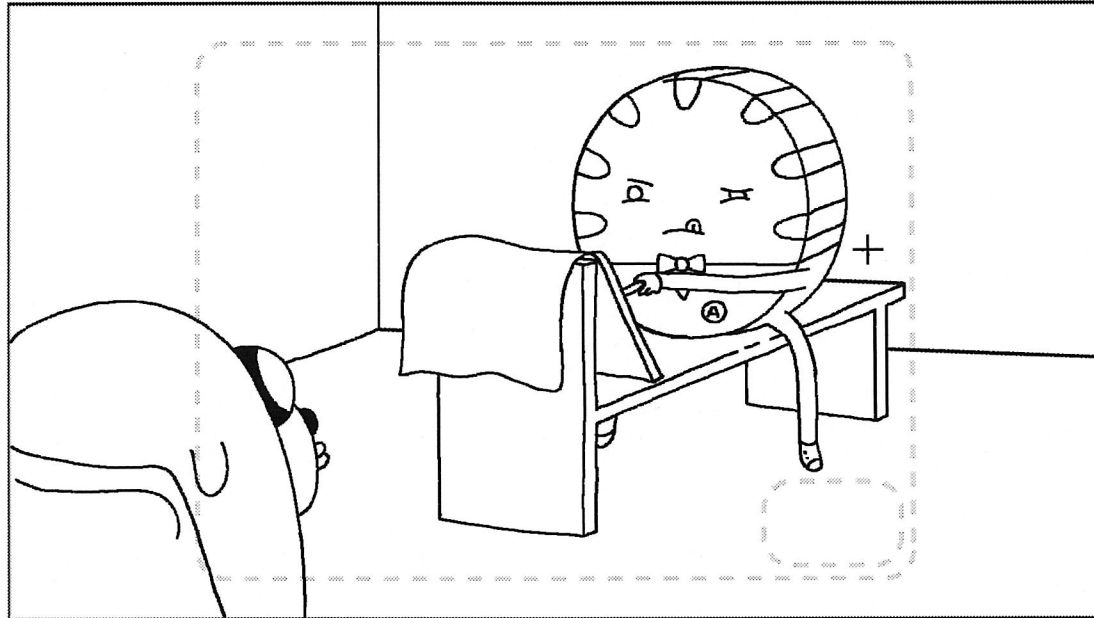
Page 159

Sc. 90

Pnl. I

Bg.

day night

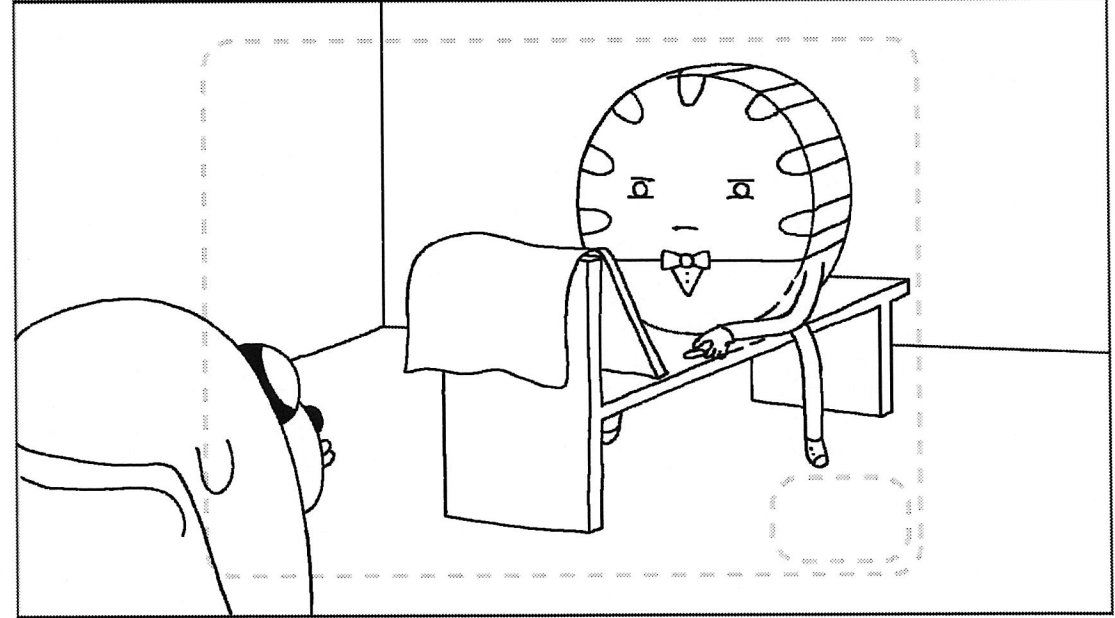


Sc. 90

Pnl. J

Bg.

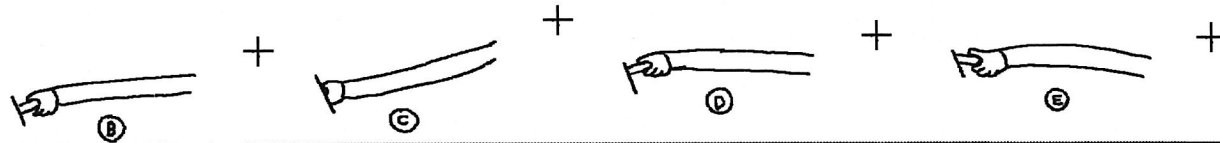
day night



Dialog:

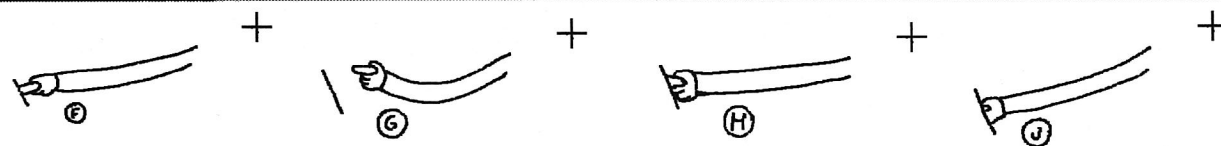
Action:

DRAW S :



SETS DOWN CONTÉ.

Timing:



1034-214

EPISODE #

Production :



ADVENTURE TIME

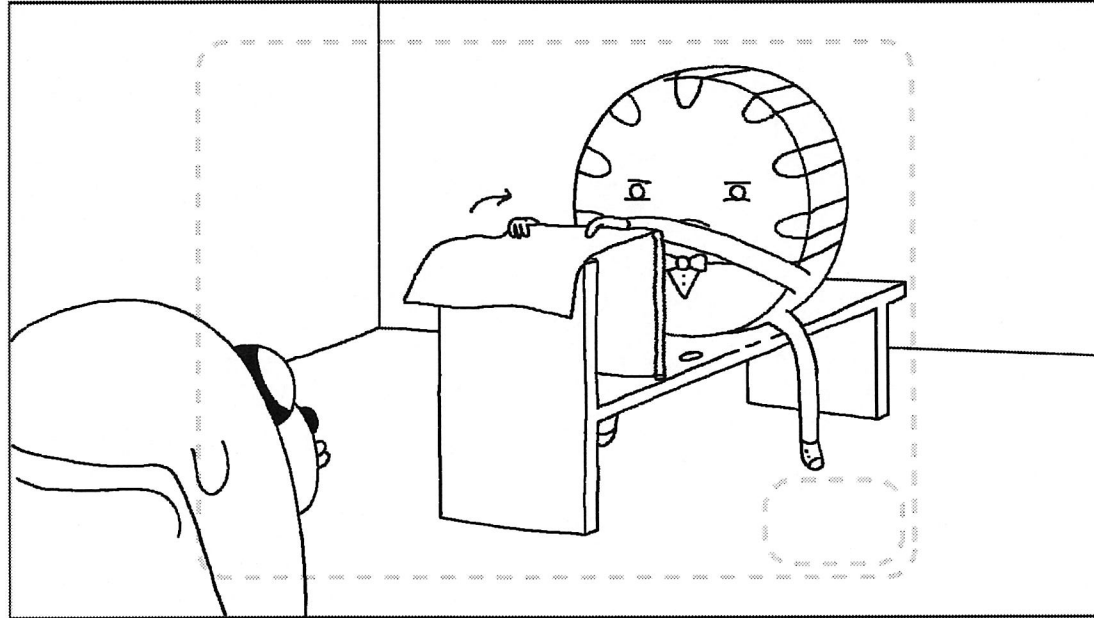
Page 160

Sc. 90

Pnl. K

Bg.

day night

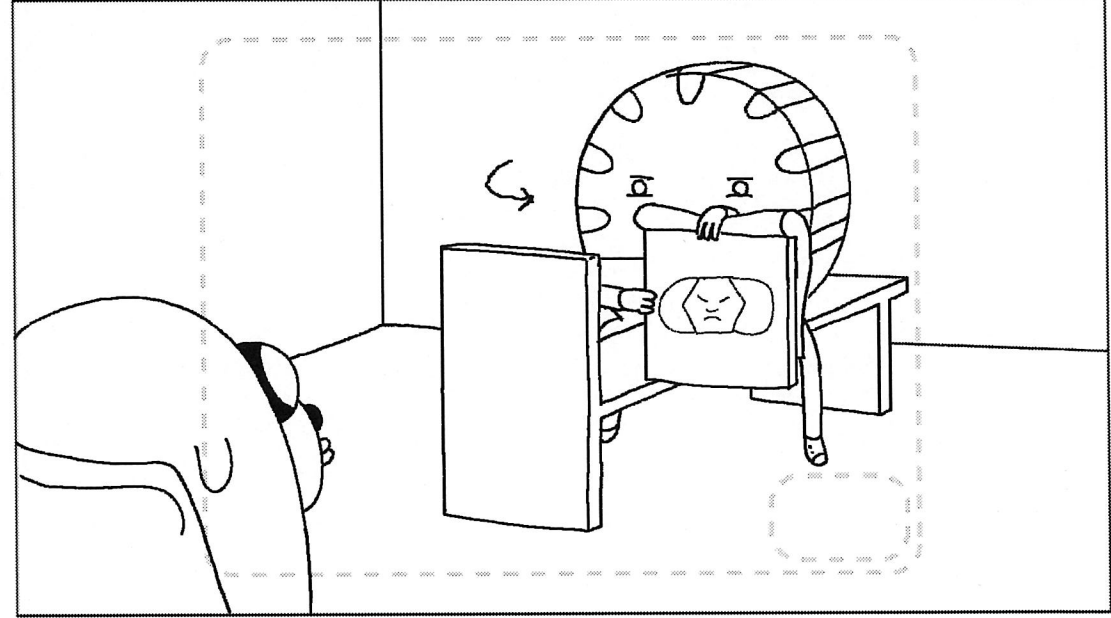


Sc. 90

Pnl. L

Bg.

day night



Dialog:

Action:

Timing:

1034-214

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ADVENTURE TIME



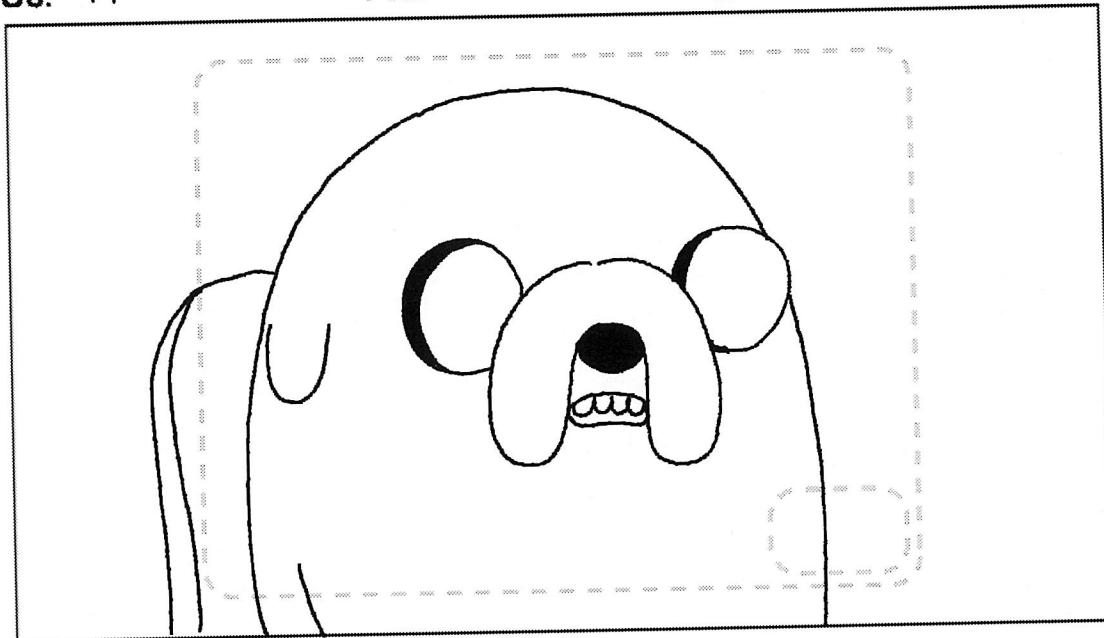
Page 161

Sc. 91

Pnl. A

Bg.

day night

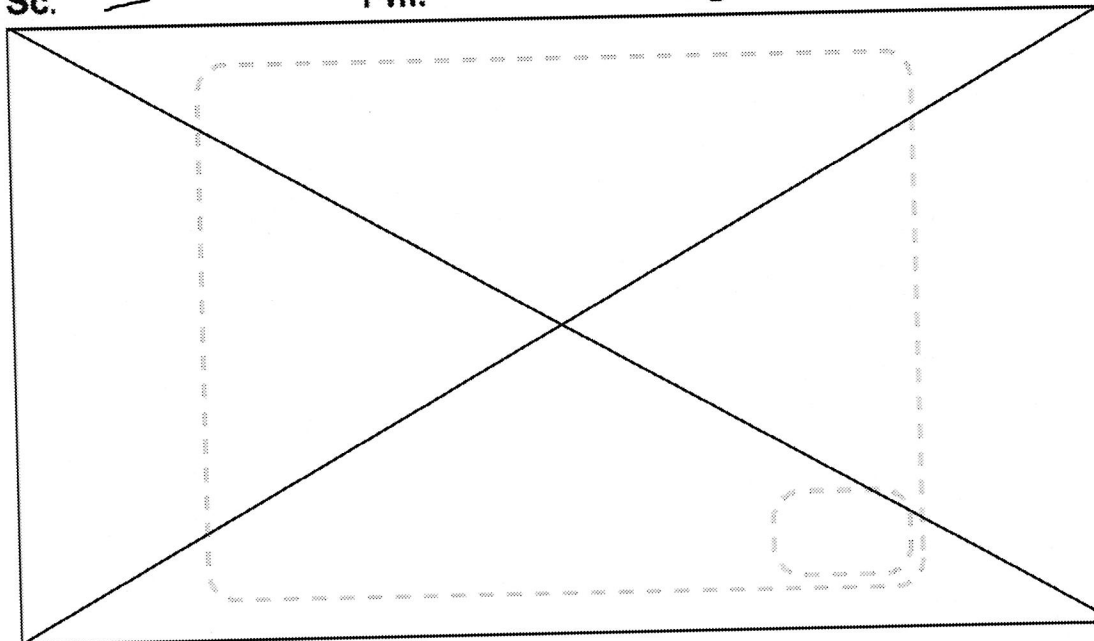


Sc. —

Pnl. —

Bg. —

day night



Dialog:

① NAH THAT'S NOT-
OH, ACTUALLY THAT ONE'S PRETTY
CLOSE.

Action:

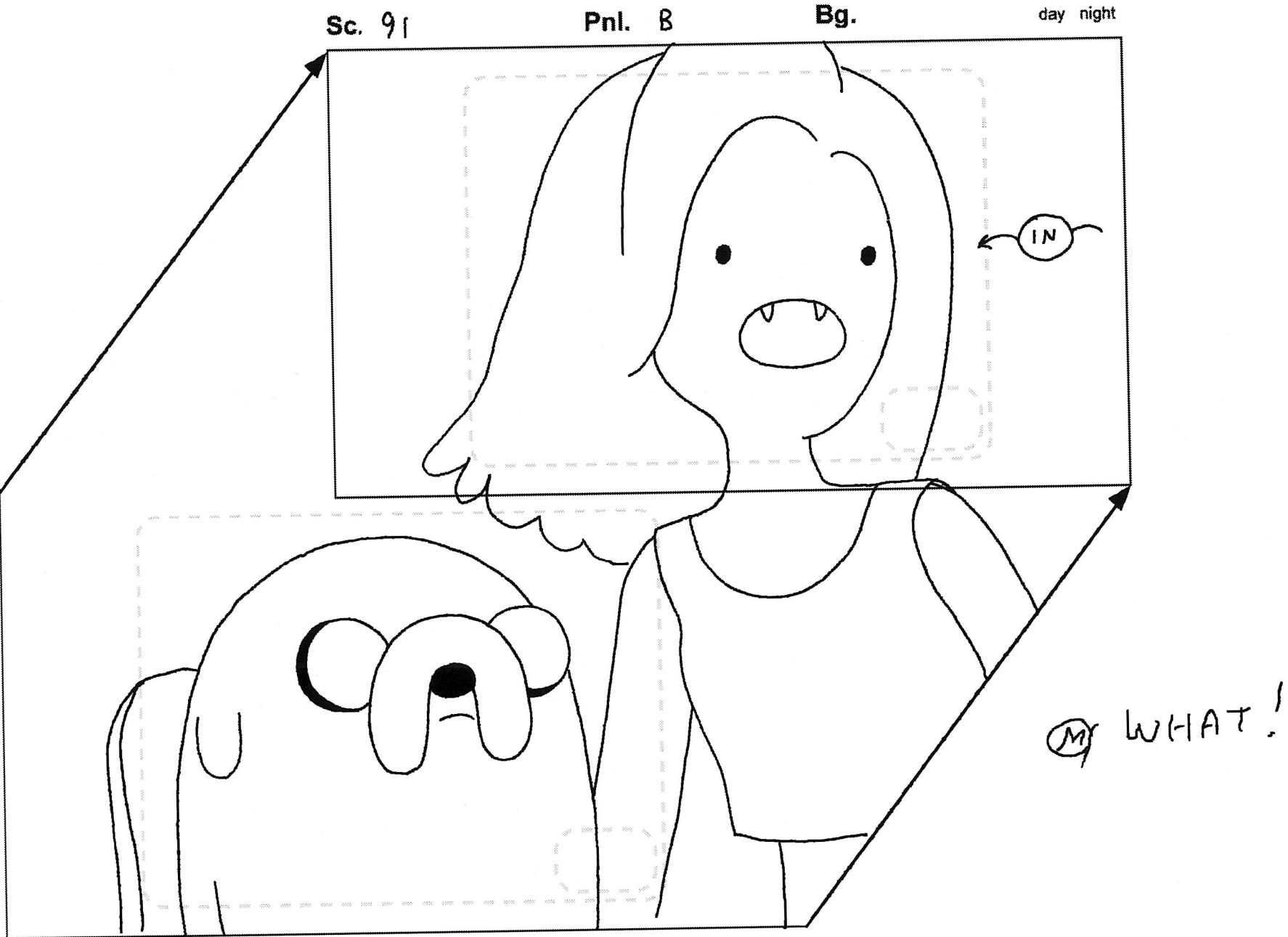
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



1034-214

EPISODE #

Production :

ADVENTURE TIME

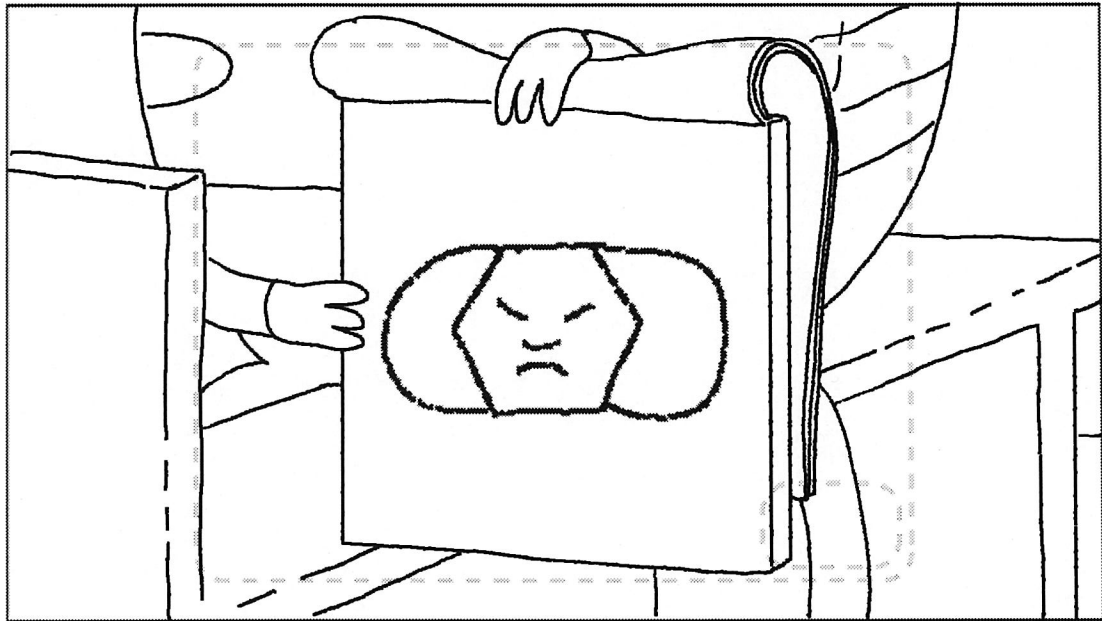


Sc. 92

Pnl. A

Bg.

day night

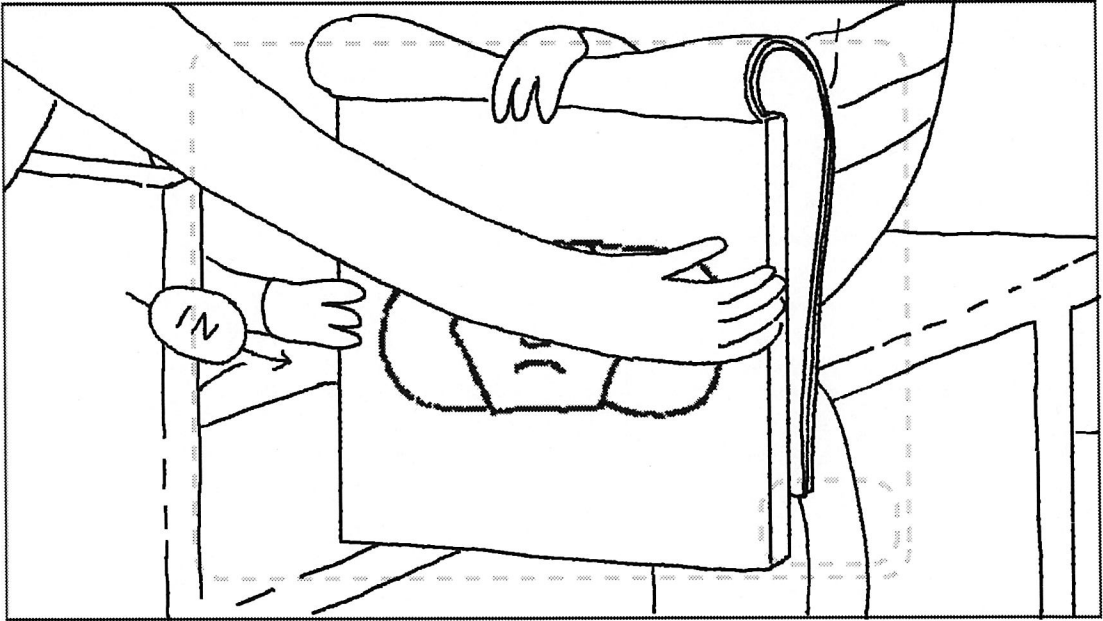


Sc. 92

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

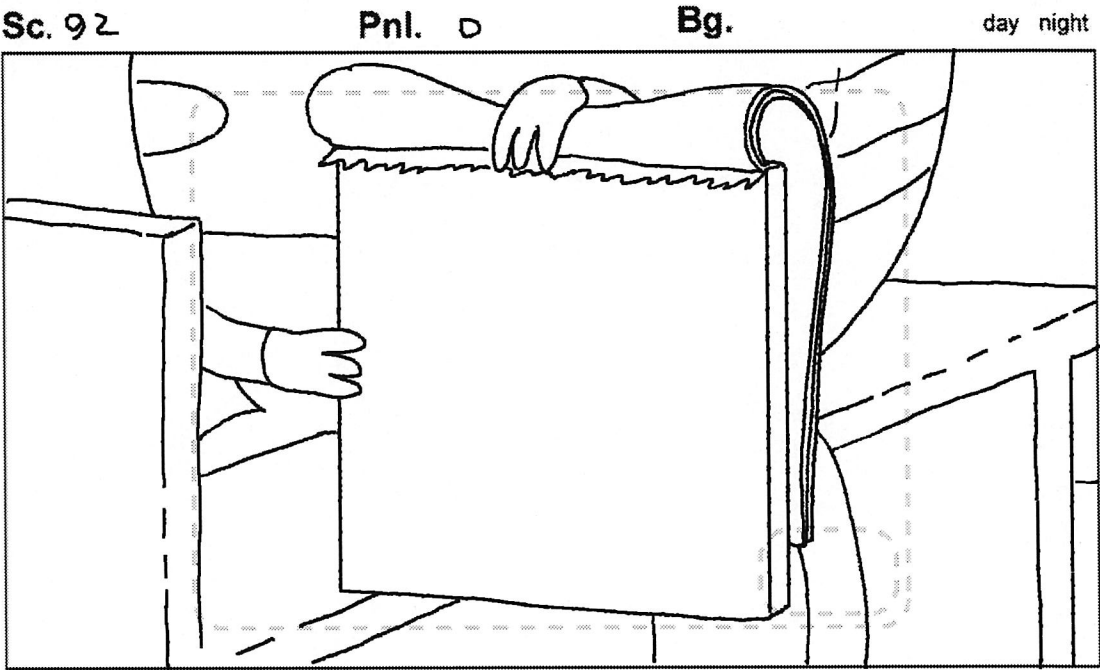
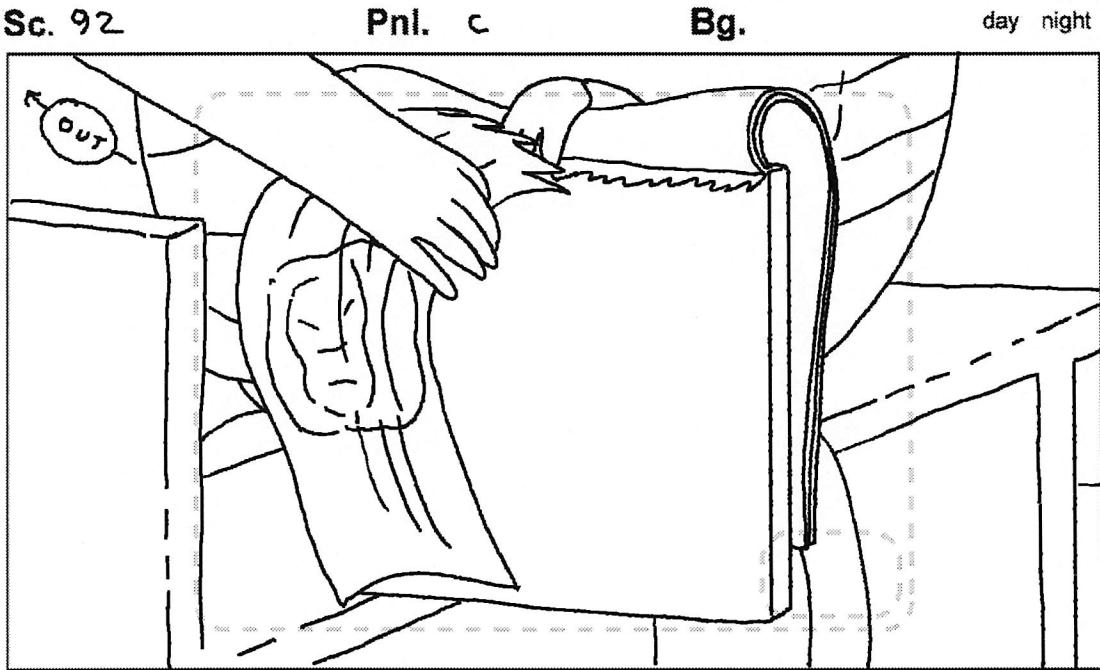
1034-214

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
(SFX) RRRIP!
Action:
Timing:

1034-214

EPISODE

Production :

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ADVENTURE TIME



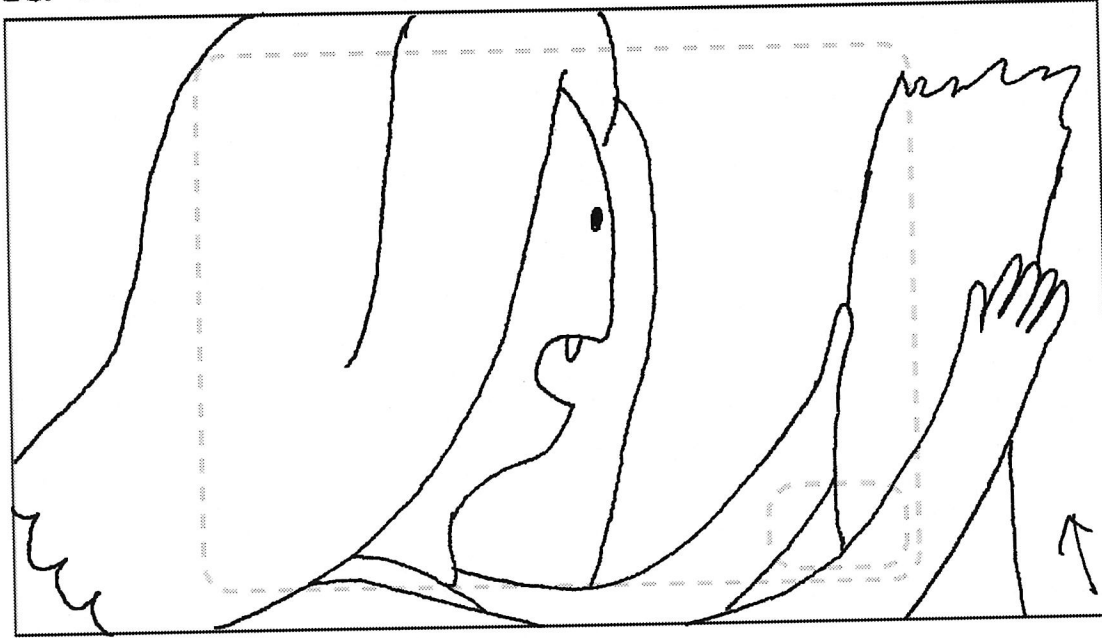
Page 165

Sc. 93

Pnl. A

Bg.

day night

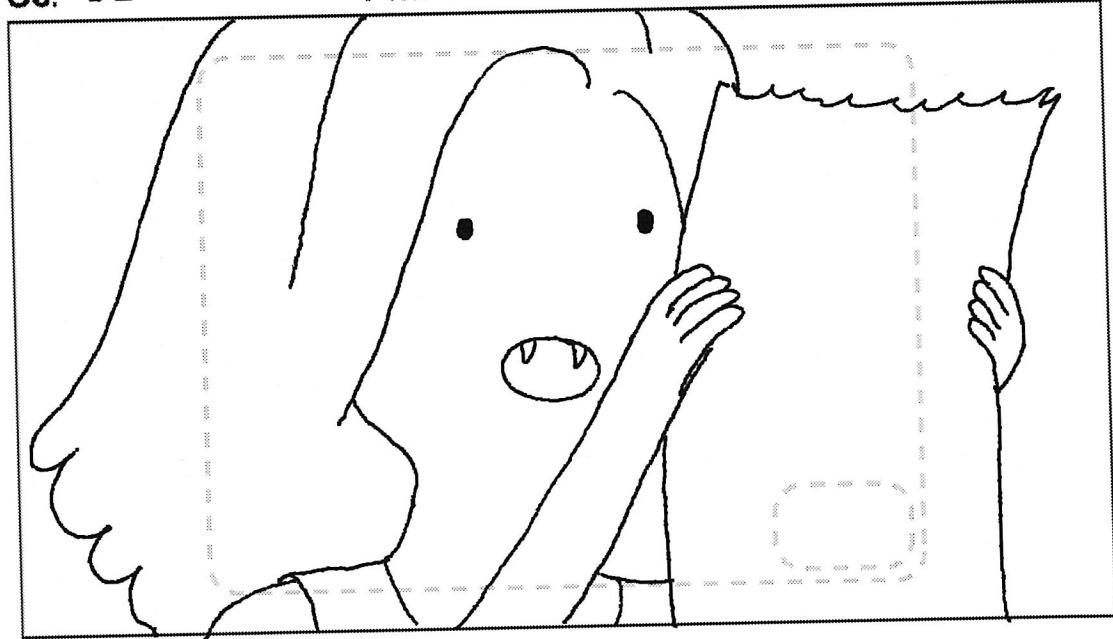


Sc. 93

Pnl. B

Bg.

day night



Dialog:

Action:

CAM. WHIPS AROUND

Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME



Sc. 93 Pnl. C Bg. day night

Sc. 93 Pnl. D Bg. day night

Dialog:
©/ = GASP! =
Action:
Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME



Page 167

Sc.

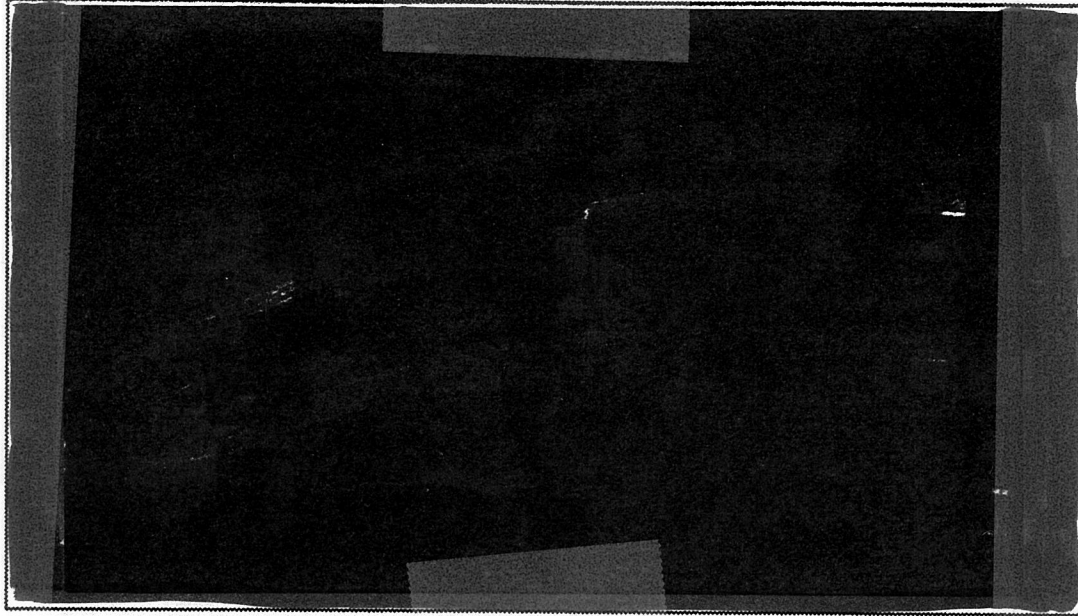
94

Pnl.

A

Bg.

day night



Sc.

94

Pnl.

B

Bg.

day night



Dialog:

(M:) * Heavy, wild-animal breathing →

Action:

- marceline's hand enters frame to push her hair away from her eyes.

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME



Sc. 94 Pnl. C Bg. day night

Sc. 94 Pnl. D Bg. day night

Dialog:

(M) * breathing continued *

Action:

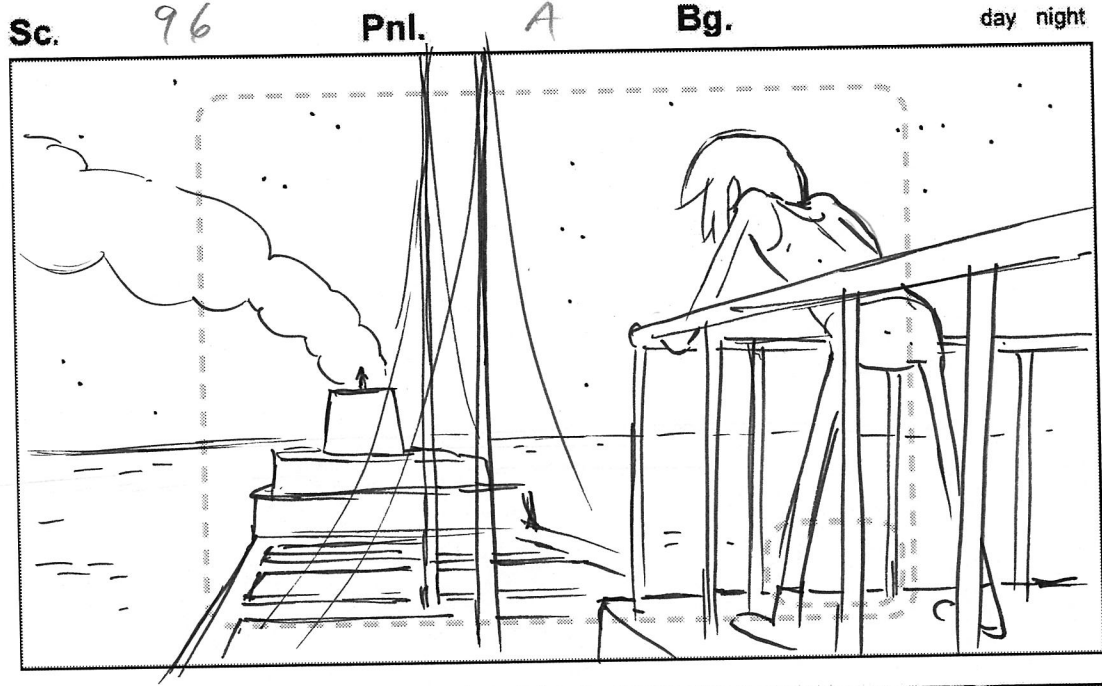
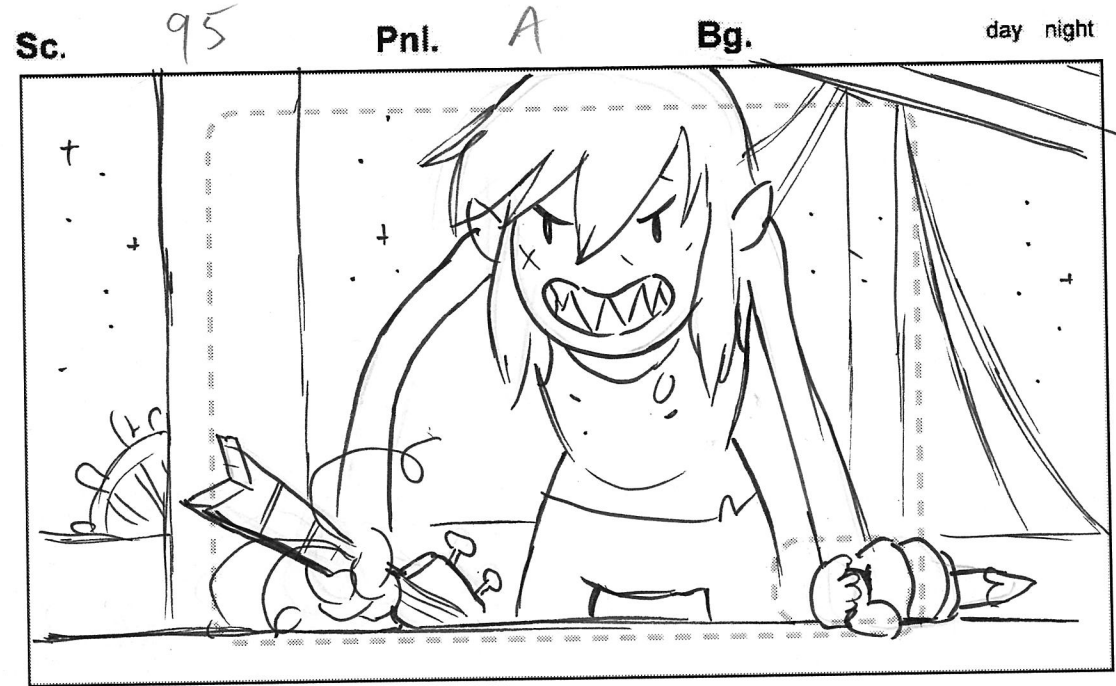
Timing:

1034-214 # EPISODE

Production :

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ADVENTURE TIME



Dialog: KING:OS (yelling from distance) You can stop this now Marceline, it's not too late.
(M:)heavy breathing *

Action: - marceline breathes heavily, tired from fighting the Vampire King.

Timing:

KING:OS Look at yourself: you've got power now - I see it -

- Smoke drifts from the freighter's smokestack

1034-214
EPISODE #

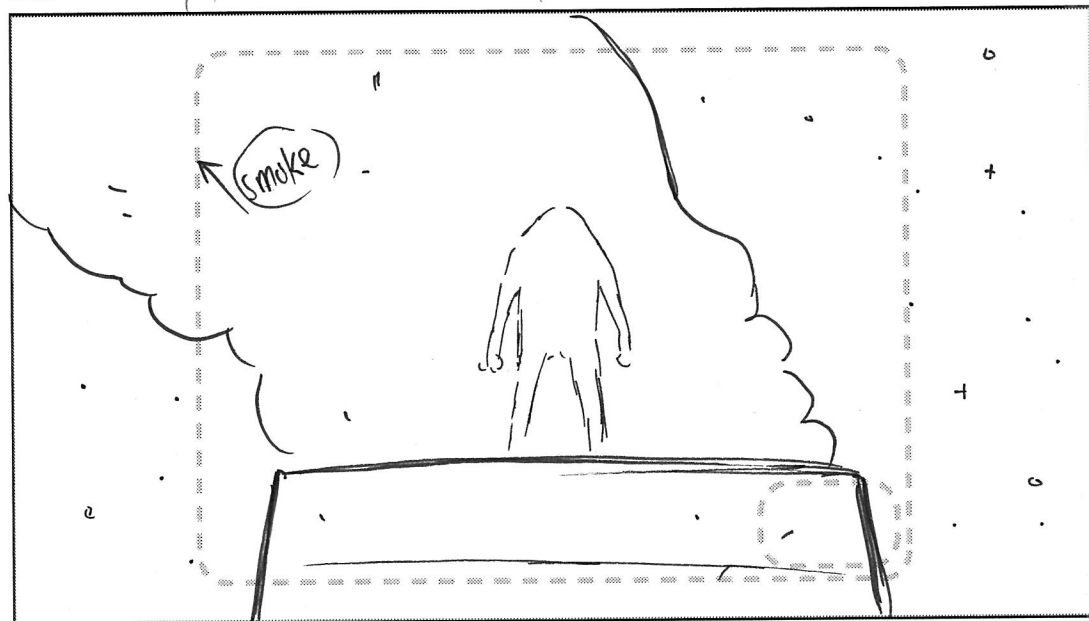
Production :

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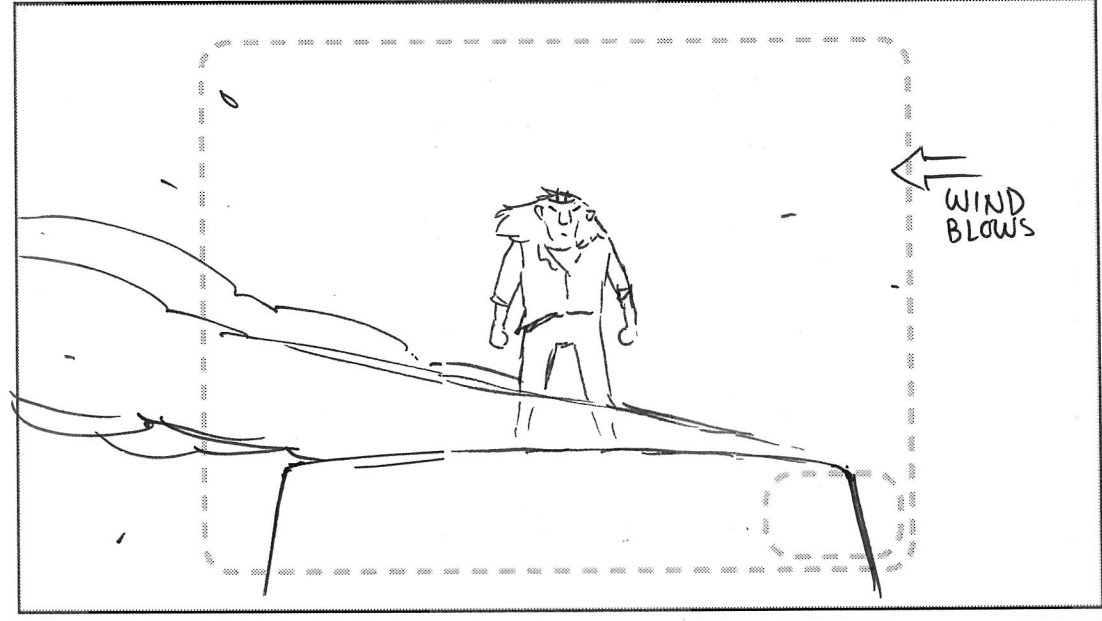
ADVENTURE TIME



Sc. 97 Pnl. A Bg. day night



Sc. 97 Pnl. B Bg. day night



Dialog:	
Action:	- wind blows the smoke, ruffling the Vampire King's mane
Timing:	

1034-214 EPISODE #

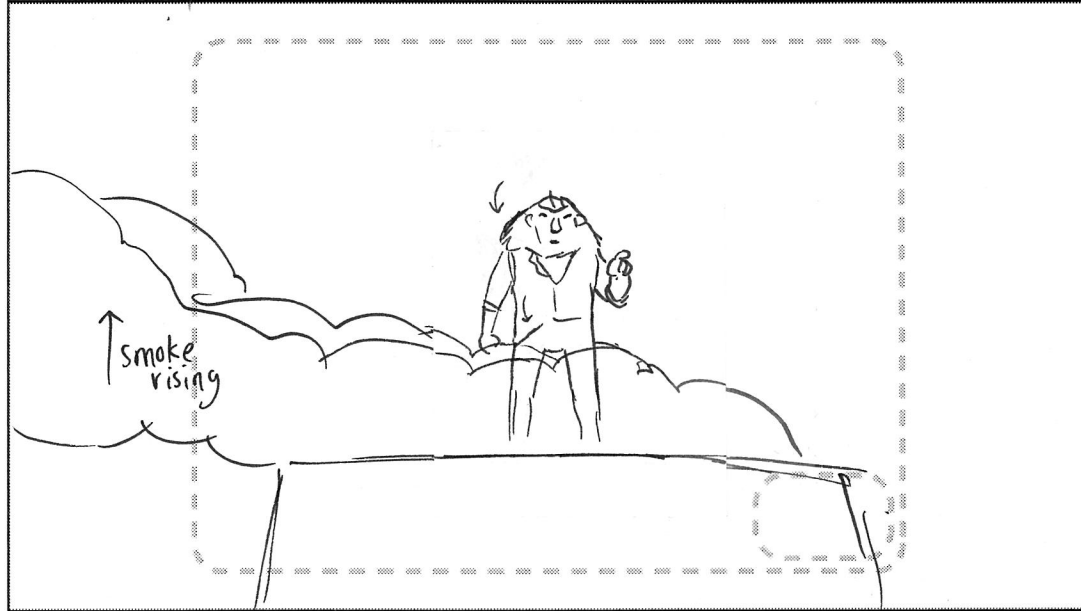
Production :

ADVENTURE TIME



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Sc. 97 Pnl. C Bg. day night



Sc. 98 Pnl. A Bg. day night



Dialog: (K:) But you haven't paid
a price.

(K) (OS) it's making
you crazy.

Action: - more and smoke settle as wind
dies down.

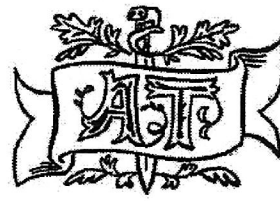
Timing:

1034-214

EPISODE #

Production :

ADVENTURE TIME

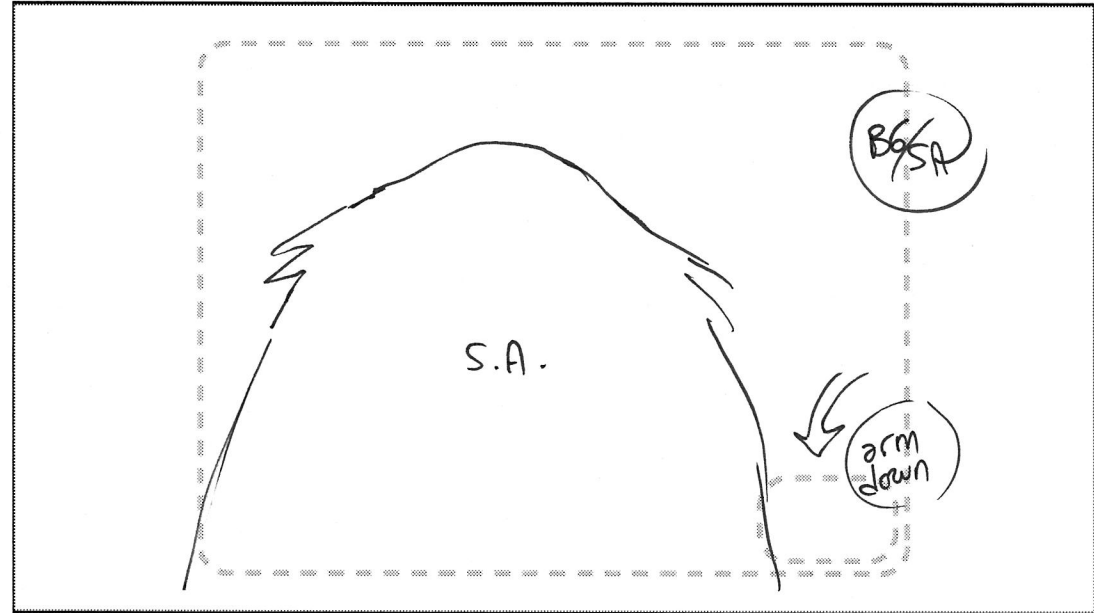


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Sc. 99 Pnl. A Bg. day night



Sc. 99 Pnl. B Bg. day night



Dialog:

(K:) You staked everyone Marceline, there's no one left but me.

Action:



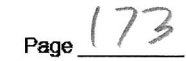
Timing:

1034-214

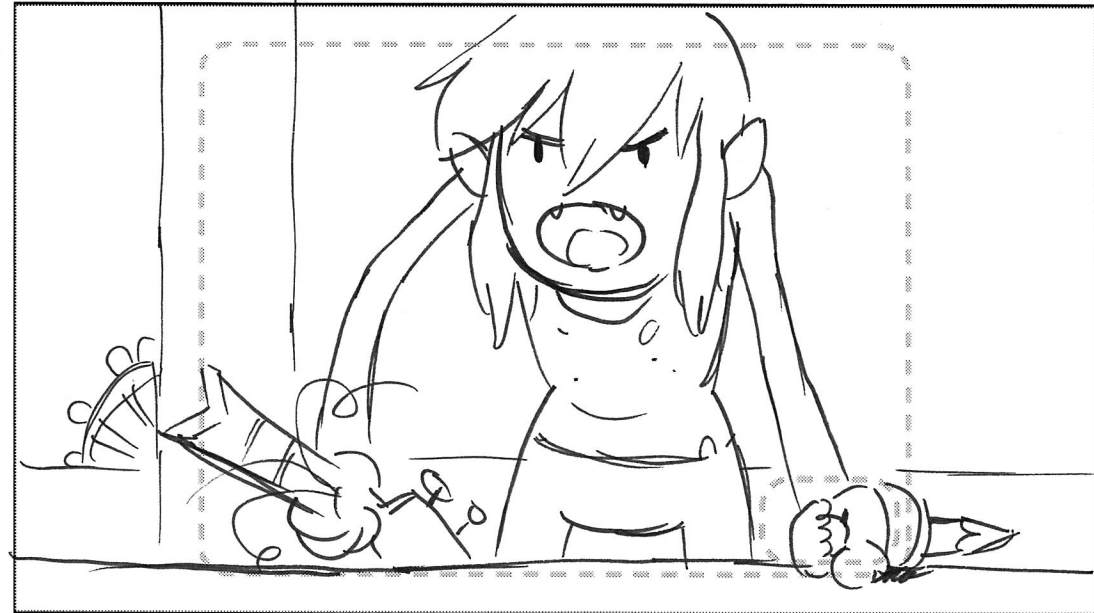
EPISODE

Production :

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day night



(K) Would you wipe out an entire species?

(m:) Geez Louise! For the last time, Yes! That is literally my entire plan.

Timing:

1034-214
#EPISODE

Production :

ADVENTURE TIME

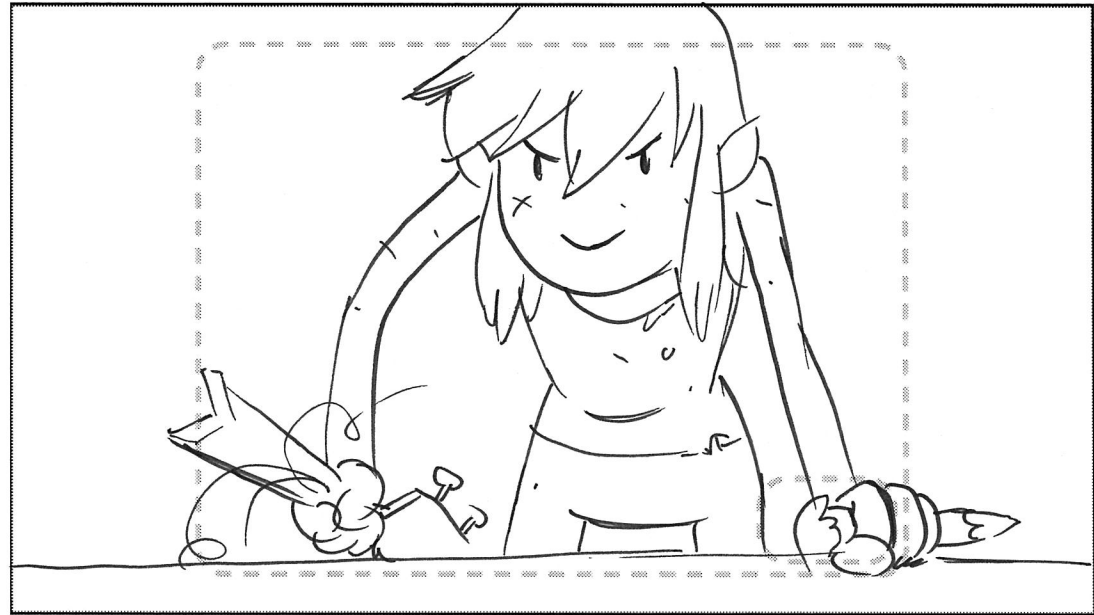


Page 174

Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:

(K:) *grrm..*
So be it then.

Action:

Timing:



- Marceline tosses aside
her BROKEN BASS GUITAR

1034-214

EPISODE

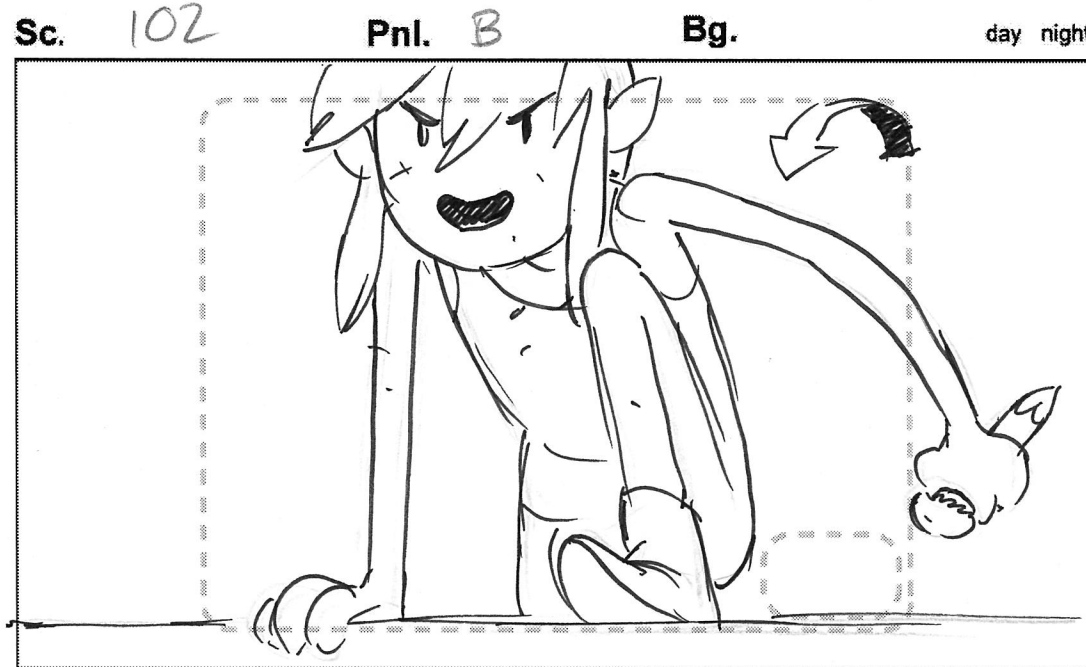
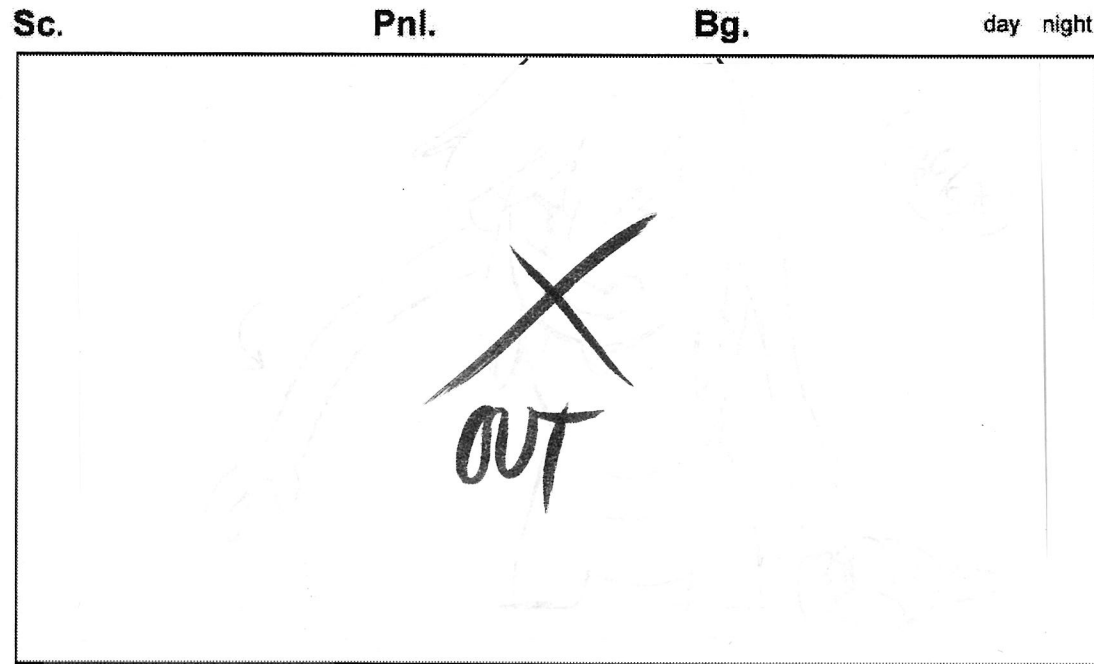
Production :

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ADVENTURE TIME



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Dialog:	(M:) uh-duh.
Action:	- Marceline steps onto railing, preparing to jump.
Timing:	

1034-214

EPISODE #

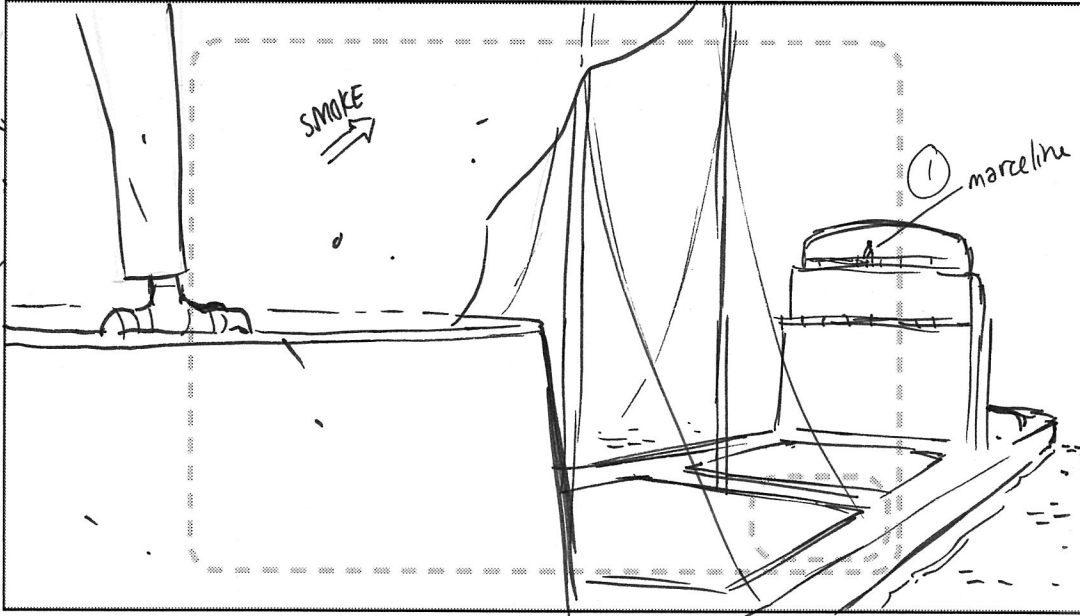
Production :

ADVENTURE TIME

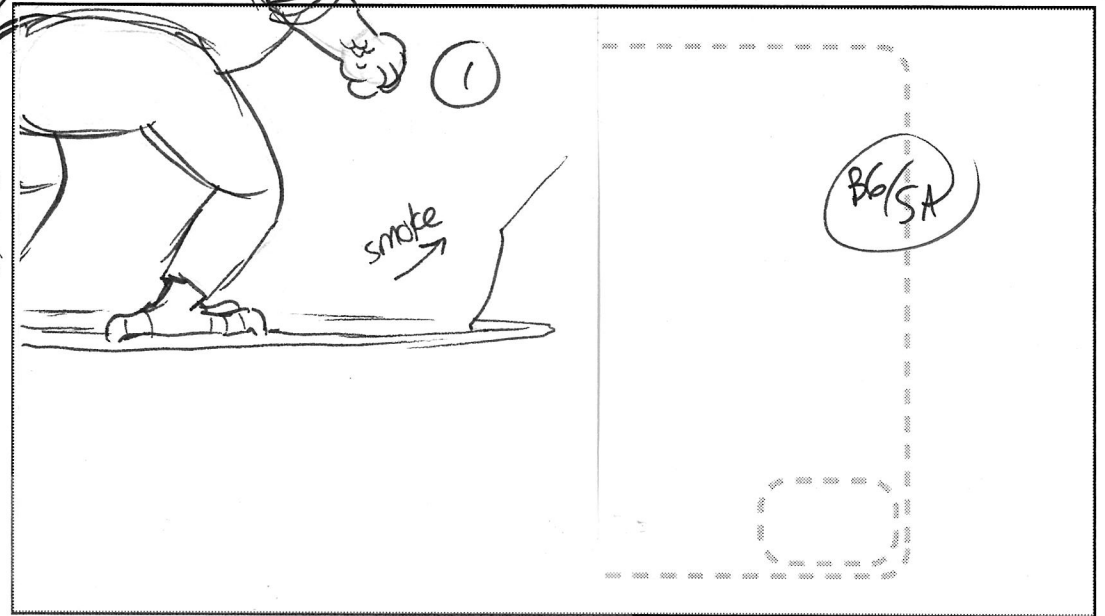


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Sc. 103 Pnl. A Bg. day night



Sc. 103 Pnl. B Bg. day night



Dialog: (M:) *GRUNT *

Action: - marceline jumps out of frame.

Timing: (2) antic down (3) OUT

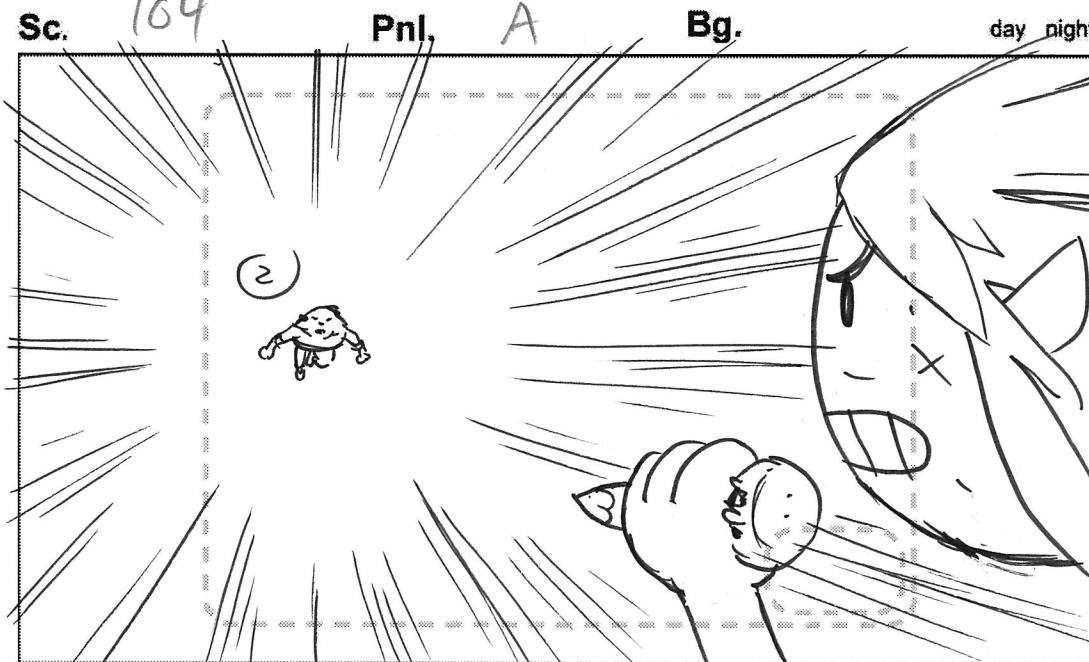
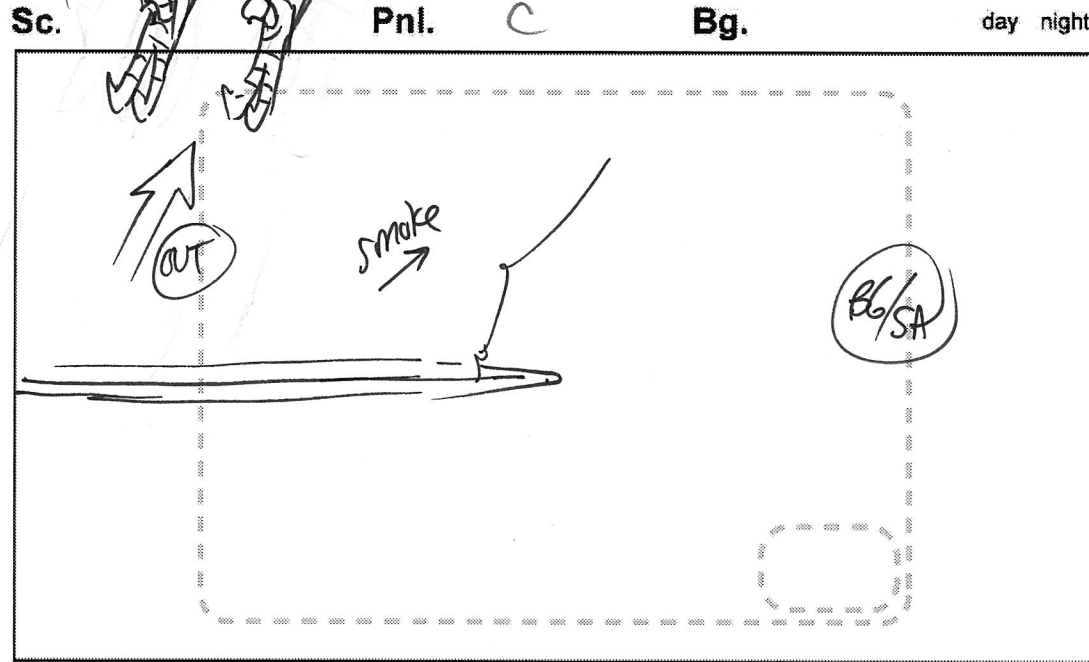
1034-214
EPISODE #

Production :

ADVENTURE TIME



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Dialog: (KING:) * GRUNT *

(K:) I gave you a chance Marceline - Don't forget...

Action: - Vampire king jumps out of frame.

- Marceline and King fly towards each other through the air.

Timing:



1034-214 EPISODE #

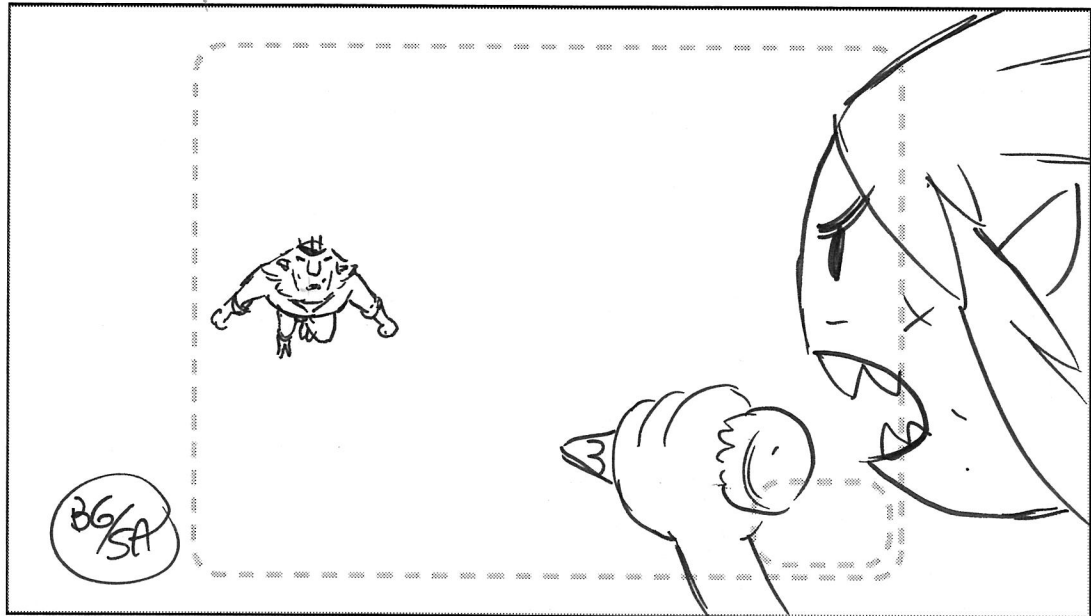
Production :

ADVENTURE TIME

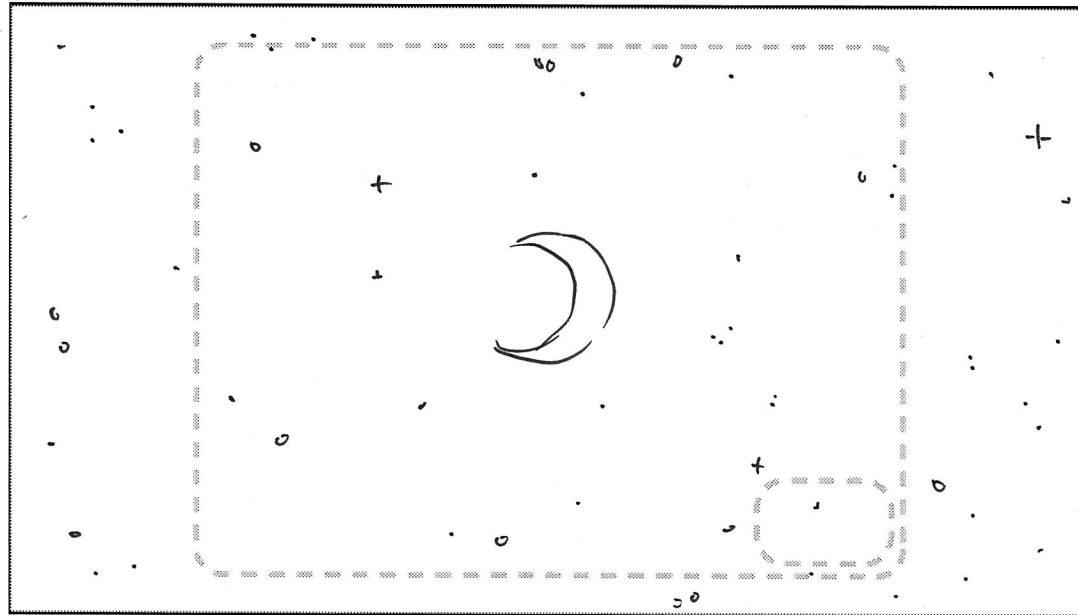


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Sc. 104 Pnl. B Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog:

(M) BLAHBLAHBLAH BLAH !

Action:

Timing:

1034-214

EPISODE #

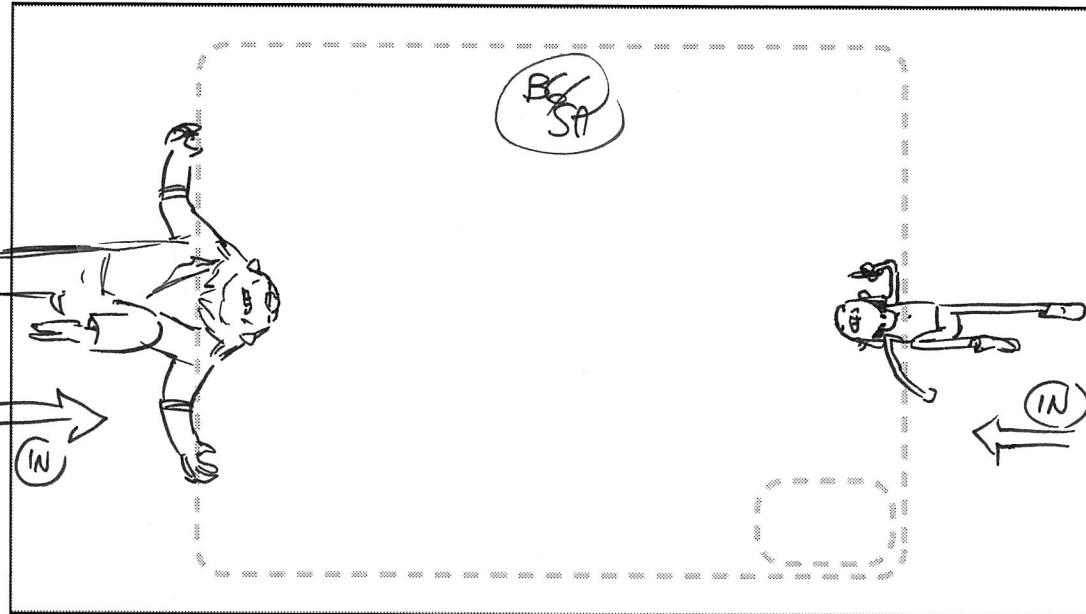
Production :

ADVENTURE TIME

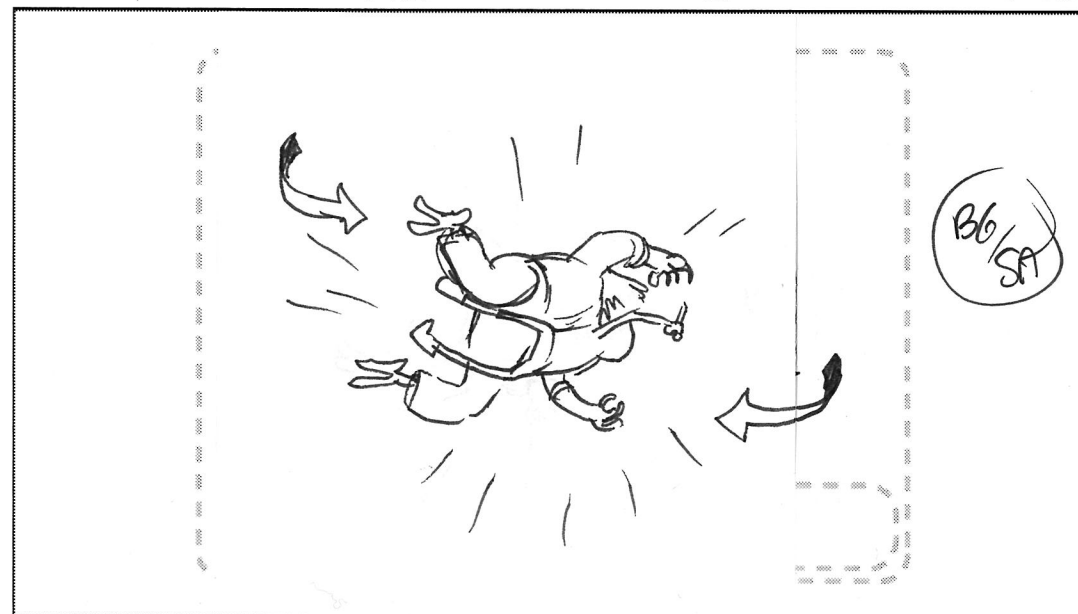


Page 179

Sc. 105 Pnl. B Bg. day night



Sc. 105 Pnl. C Bg. day night



Dialog:

(K)
(M) > * impact grunts *

Action:

- King and Marceline slam into one another in mid-air.

Timing:

1034-214 # EPISODE

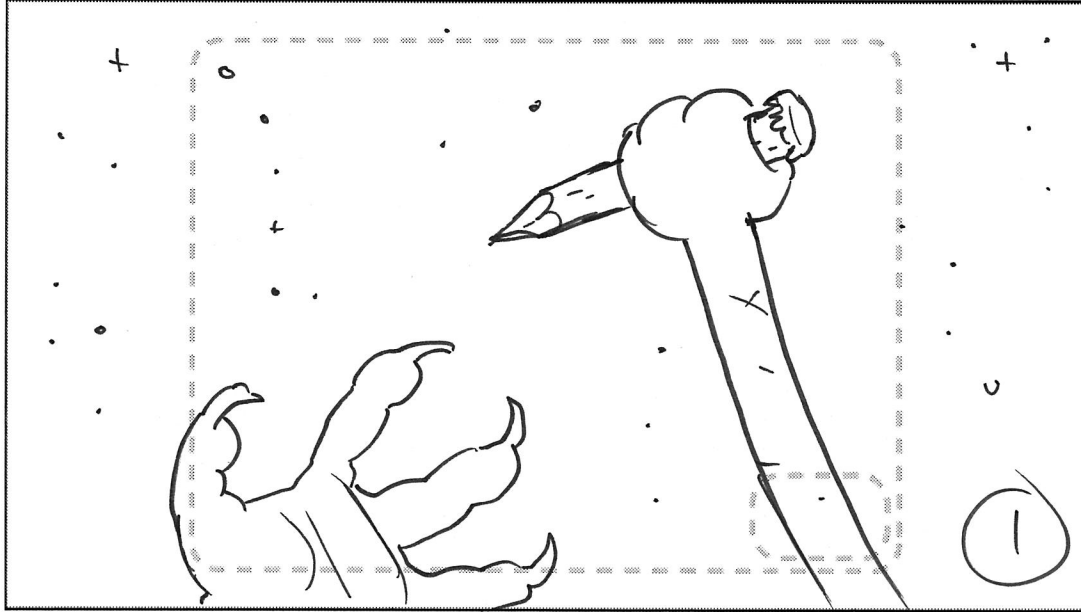
Production :

ADVENTURE TIME

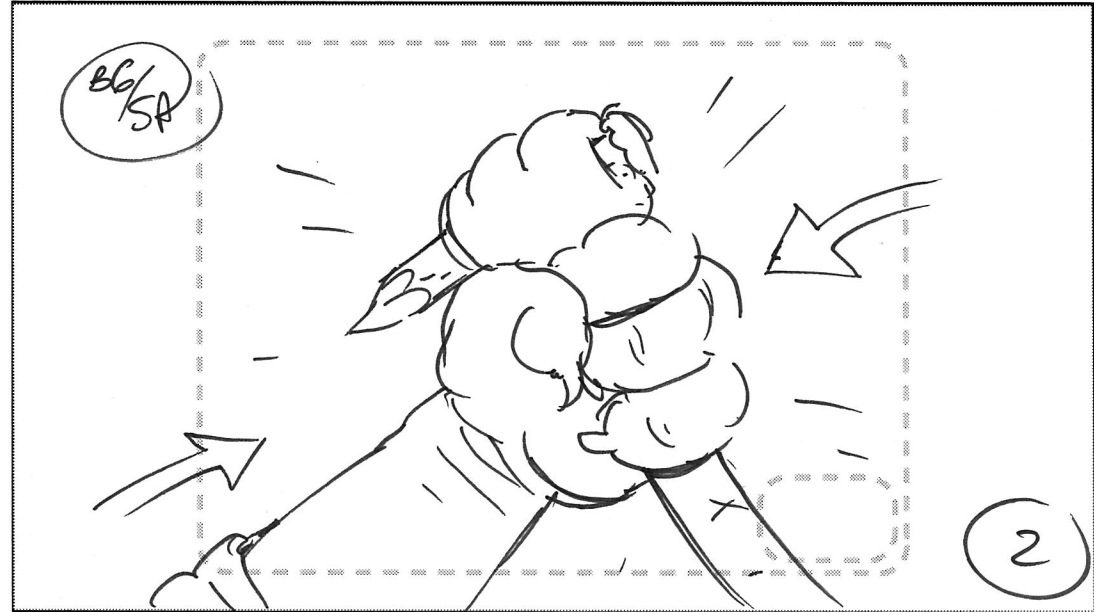


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Sc. 106 Pnl. A Bg. day night



Sc. 106 Pnl. B Bg. day night



Dialog:

Action:

- King quickly catches marceline's arm as she tries to stake him.

Timing:

1034-214
EPISODE #

Production :

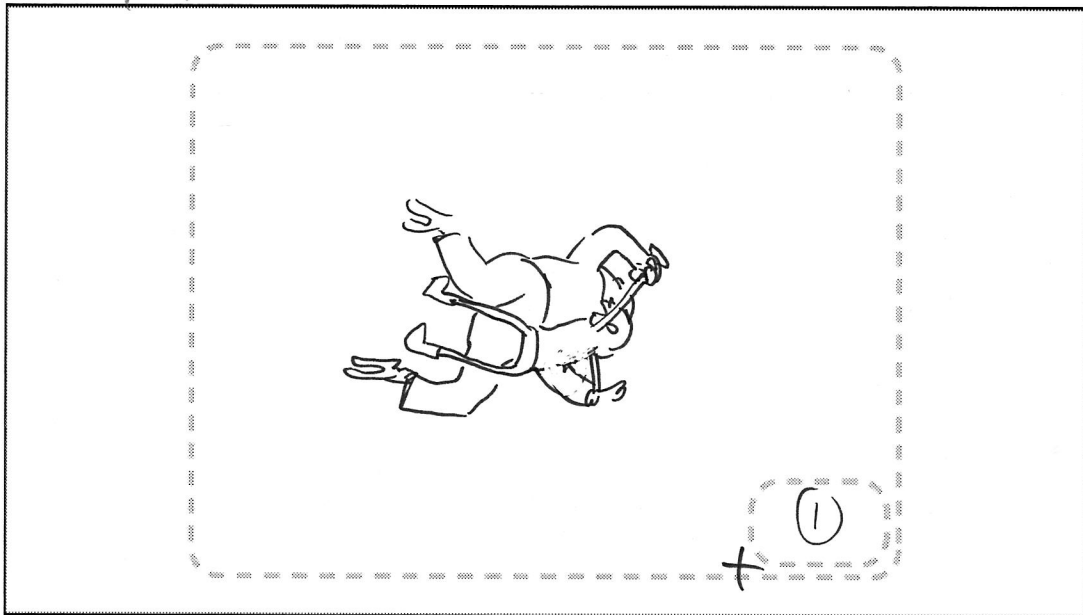
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ADVENTURE TIME

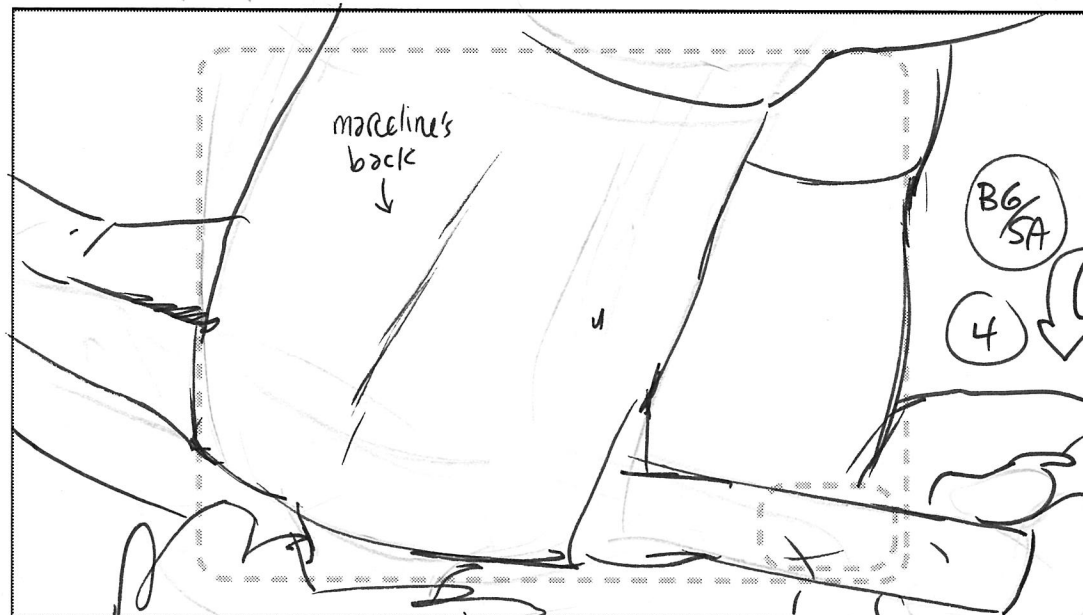


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Sc. 107 Pnl. A Bg. day night



Sc. 107 Pnl. B Bg. day night



Dialog		
Action		
Timin		<p>- King & Marceline are tumble out of the sky towards the freighter below.</p>

1034-214

EPISODE

Production :

ADVENTURE TIME



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Sc. 107 Pnl. C Bg. ✓ day night

Sc. 107 Pnl. D Bg. day night

Dialog:
Action:
Timing:

1034-214

EPISODE #

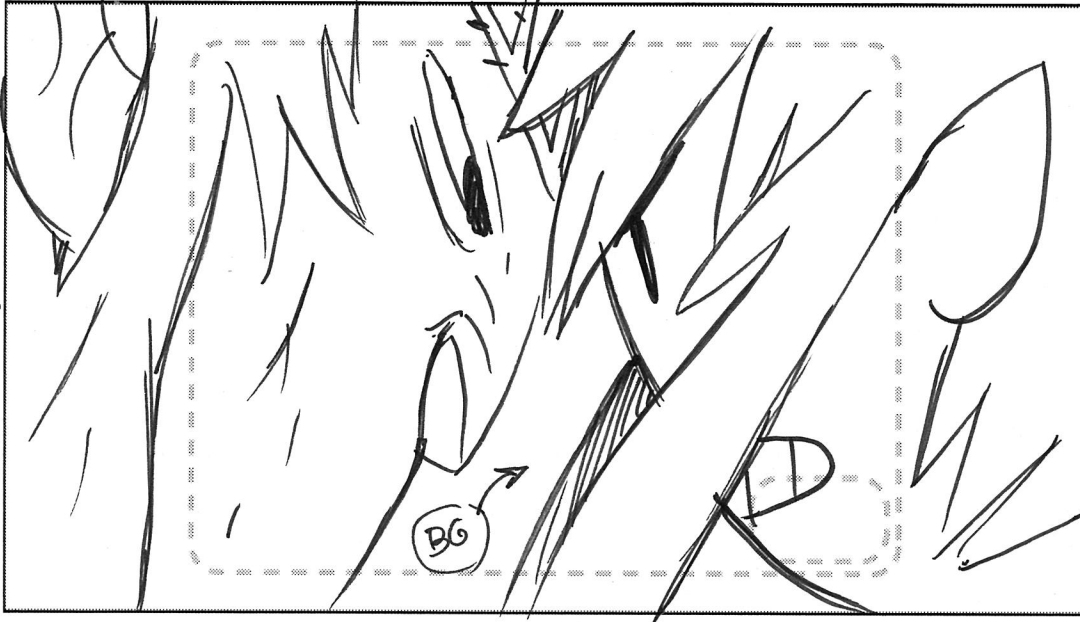
Production :

ADVENTURE TIME

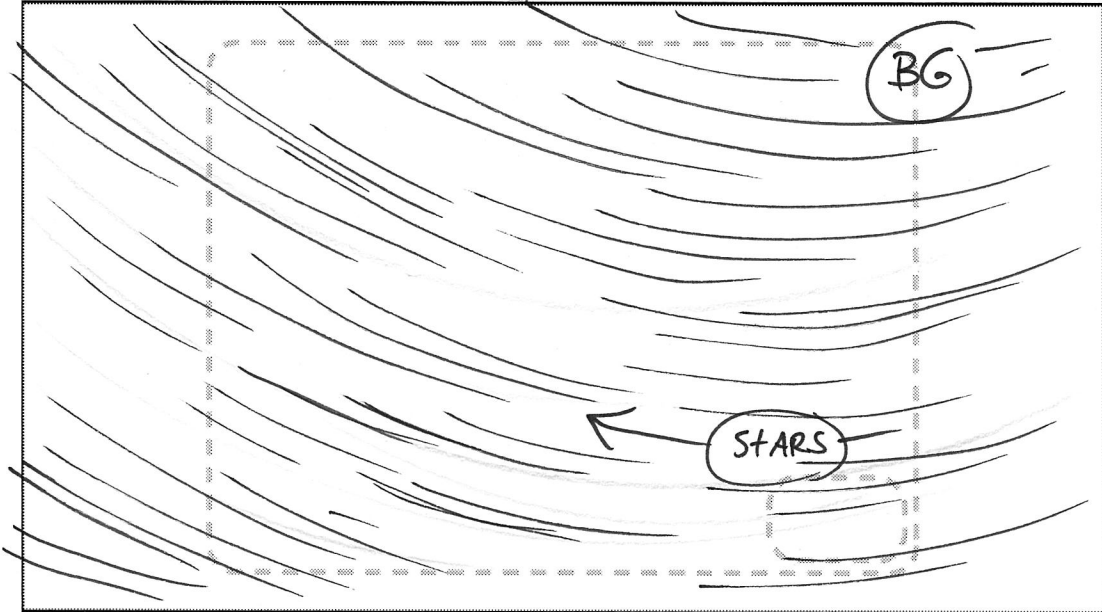


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Sc. 108 Pnl. A Bg. day night



Sc. 108 Pnl. BG Bg. day night



Dialog:

(K)
(M) > * growling *

Action:

- Stars streak past King and Marceline in a blur, as they tumble towards freighter.

Timing:

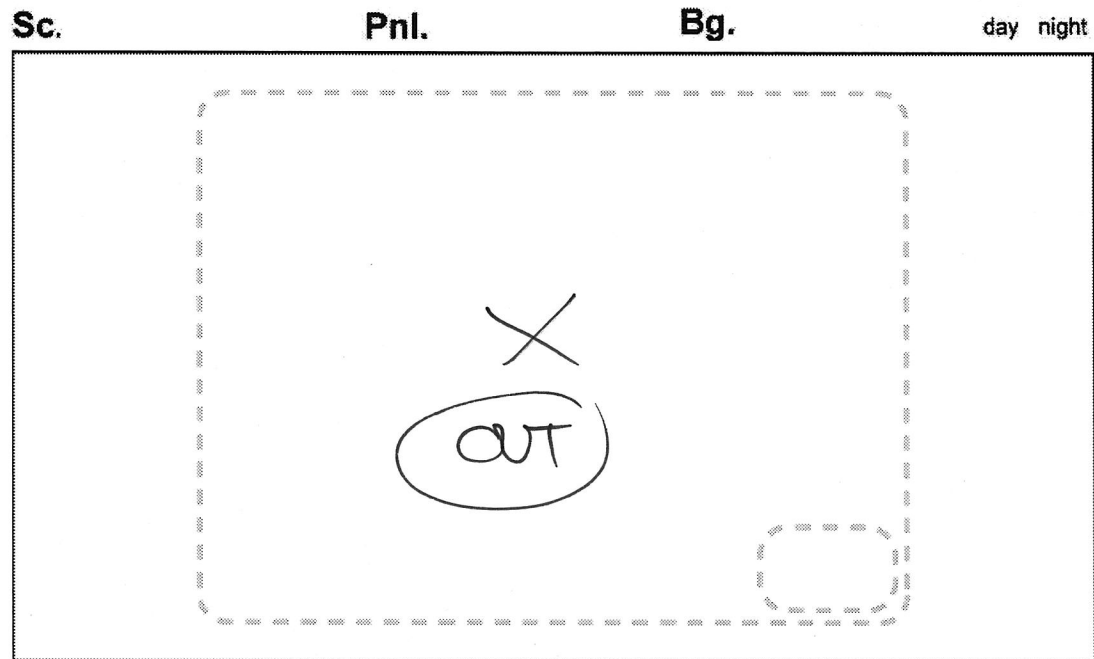
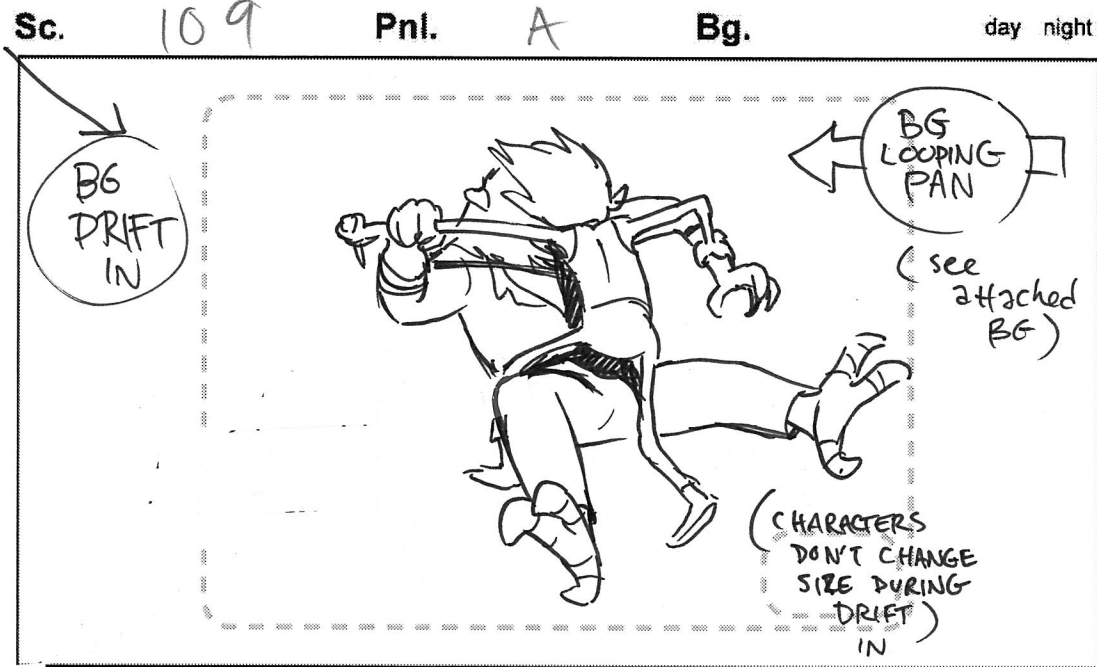
1034-214 # EPISODE

Production :

ADVENTURE TIME



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Dialog:

Action: (see attached BG)

Timing:

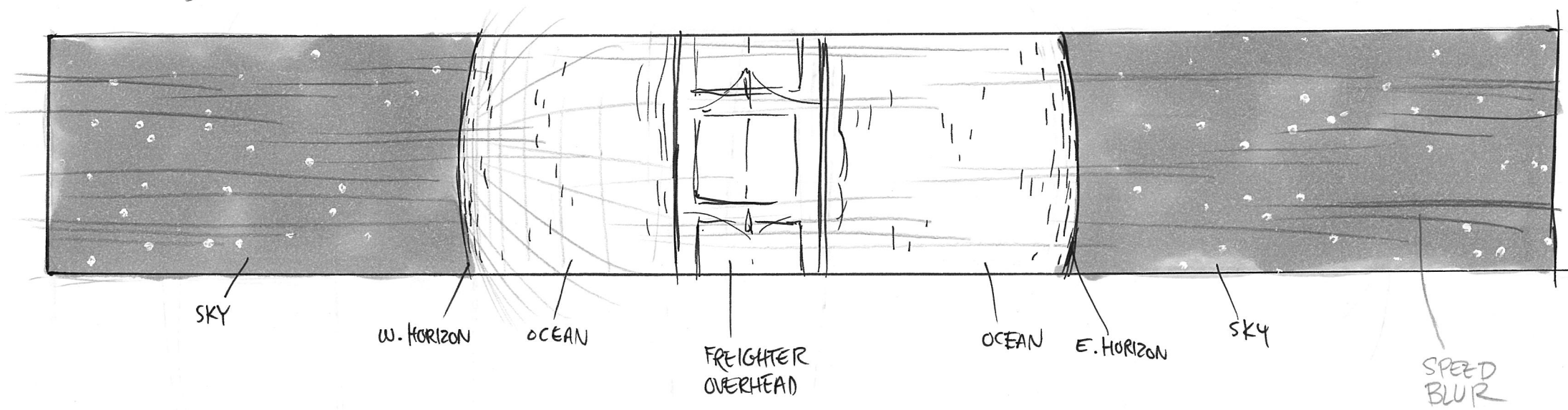
1034-214

EPISODE #

Production :

SC. 109

PNL (BG)



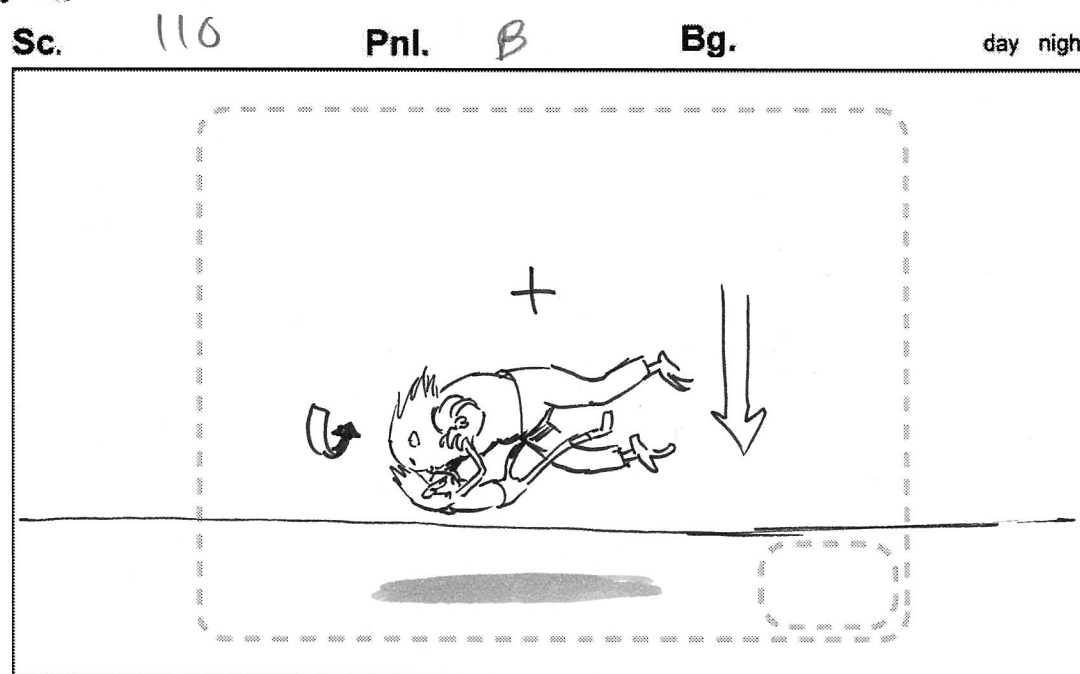
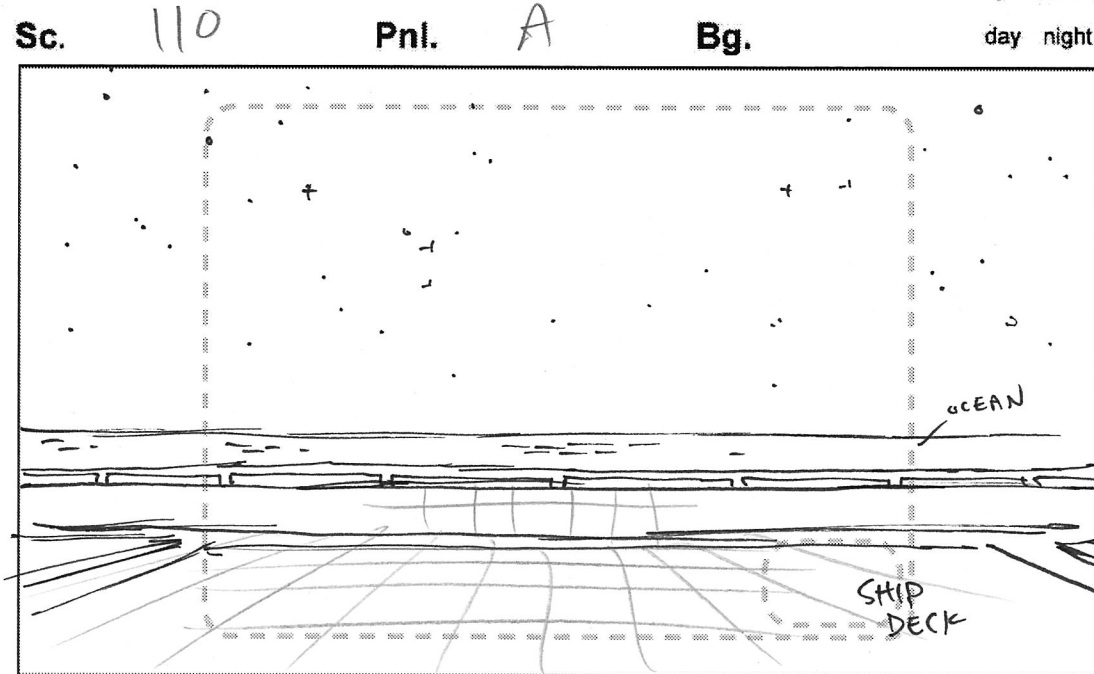
1034-214


- BG SHOULD LOOP VERY FAST - 5 or 6 TIMES IN A COUPLE SECONDS, DRIFTING IN THE WHOLE TIME. THE IDEA IS TO SIMULATE MARCELINE & THE KING TUMBLING THROUGH THE AIR TOWARDS THE DECK OF THE SHIP. MIGHT NOT WORK... BUT THAT'S THE IDEA.

ADVENTURE TIME



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Dialog:	
Action:	
Timing:	- King & Marceline spin into frame

1034-214

EPISODE

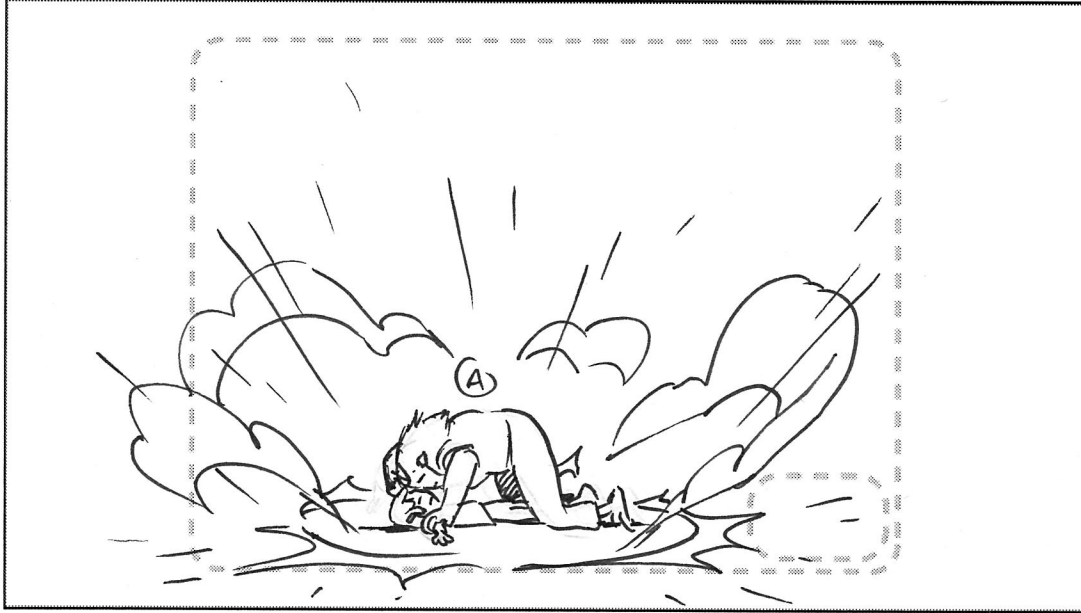
Production :

ADVENTURE TIME

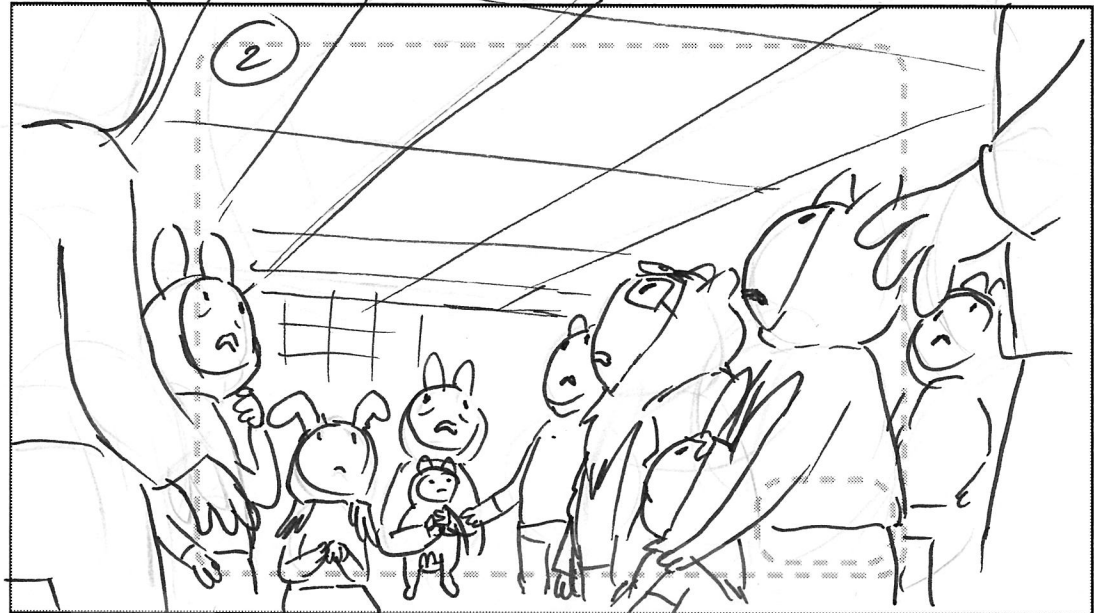


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Sc. 110 Pnl. C Bg. day night



Sc. 111 Pnl. A Bg. day night



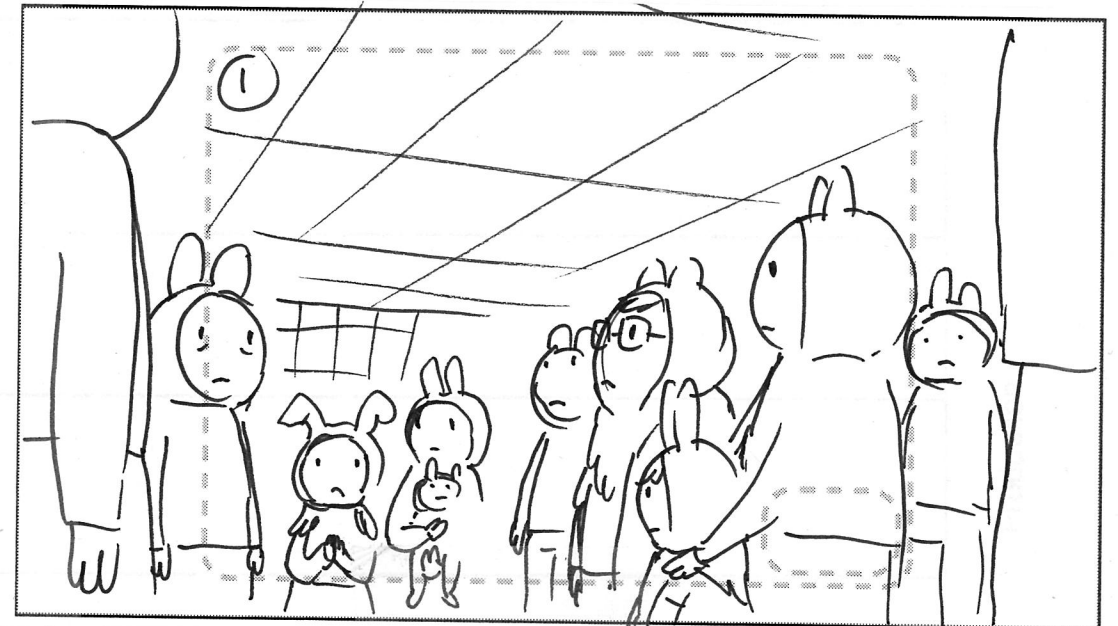
Dialog:

HUMANS:
* scared
gasp
walla *

Action:

- SHOULD BE A LITTLE SQUASH ON IMPACT
A BA

Timing:



- Humans hear impact crash on deck surface above

1034-214
EPISODE

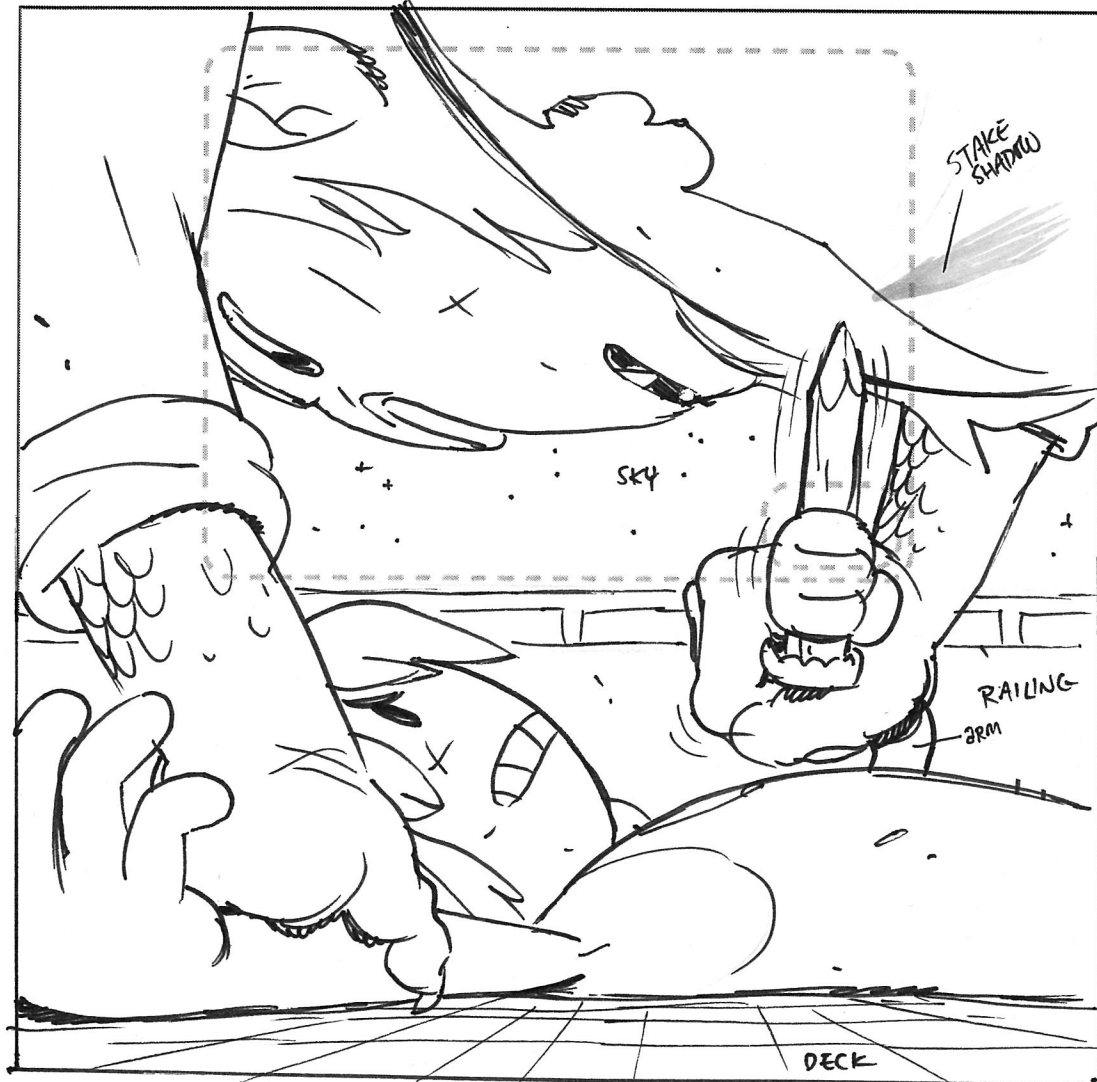
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ADVENTURE TIME



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Sc. 112 Pnl. A Bg. day night



(ADJ)



Dialog:

(K:) You know Marceline

Action:

- King restrains Marceline. Her arm holding stake quivers w/ strain as she tries to push it towards King's chest

Timing:

1034-214

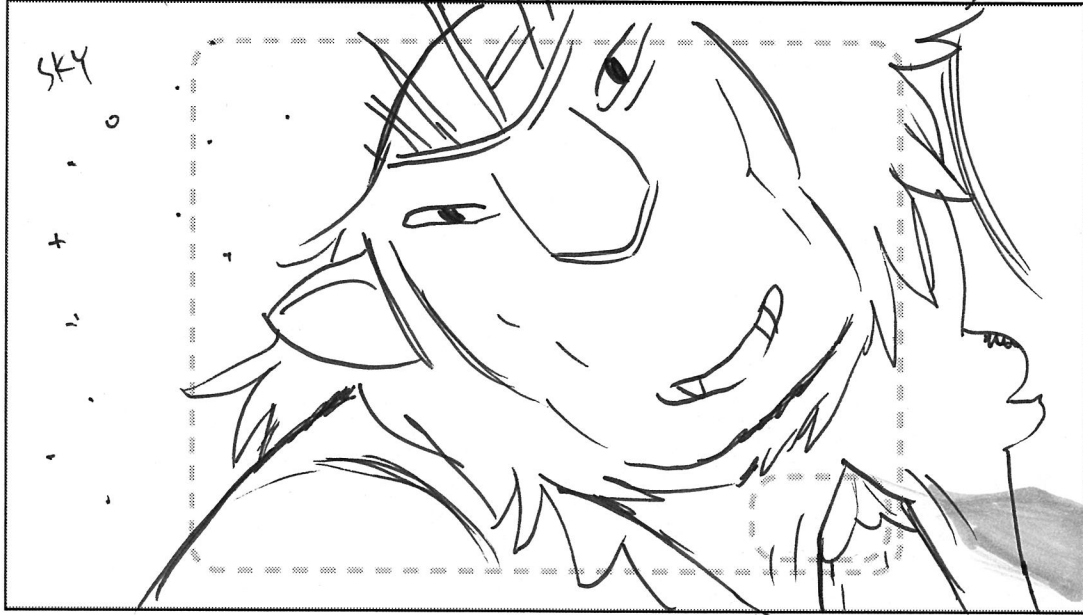
EPISODE #

Production :

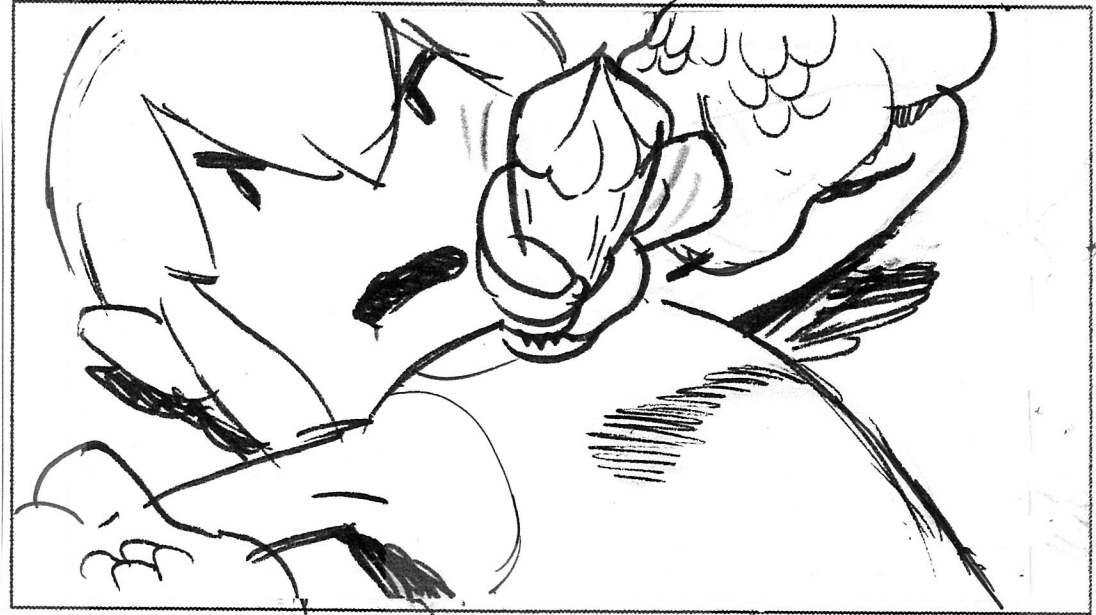
ADVENTURE TIME



Sc. 113 Pnl. A Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:

(K:) There's still another way.

(M) C'mon - give it a rest already!

(ALT:) something funnier?

Action:

Timing:

EPISODE #

1034-214

Production :

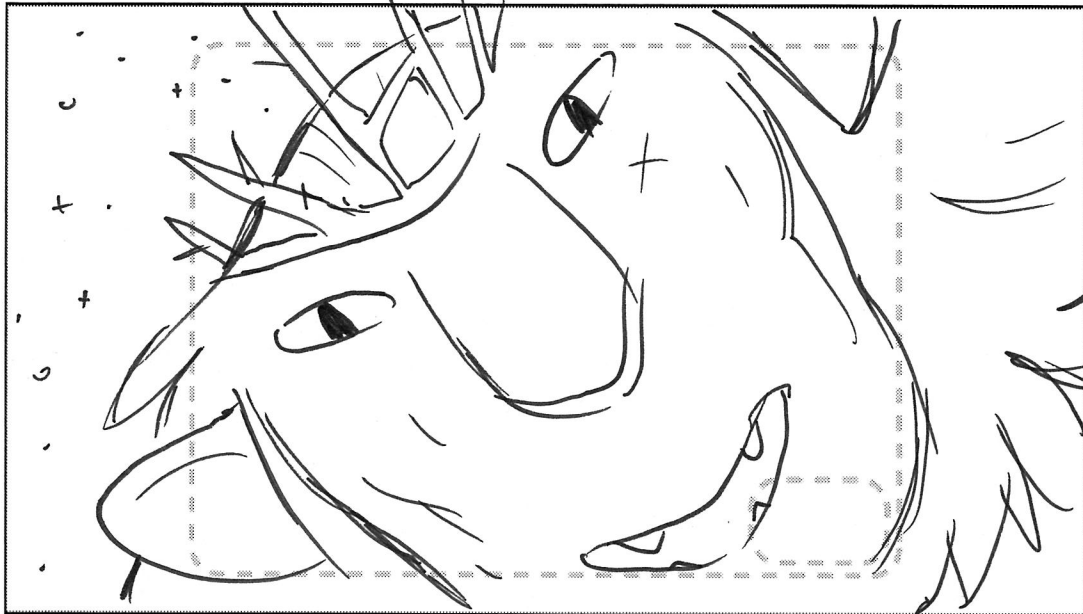
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ADVENTURE TIME

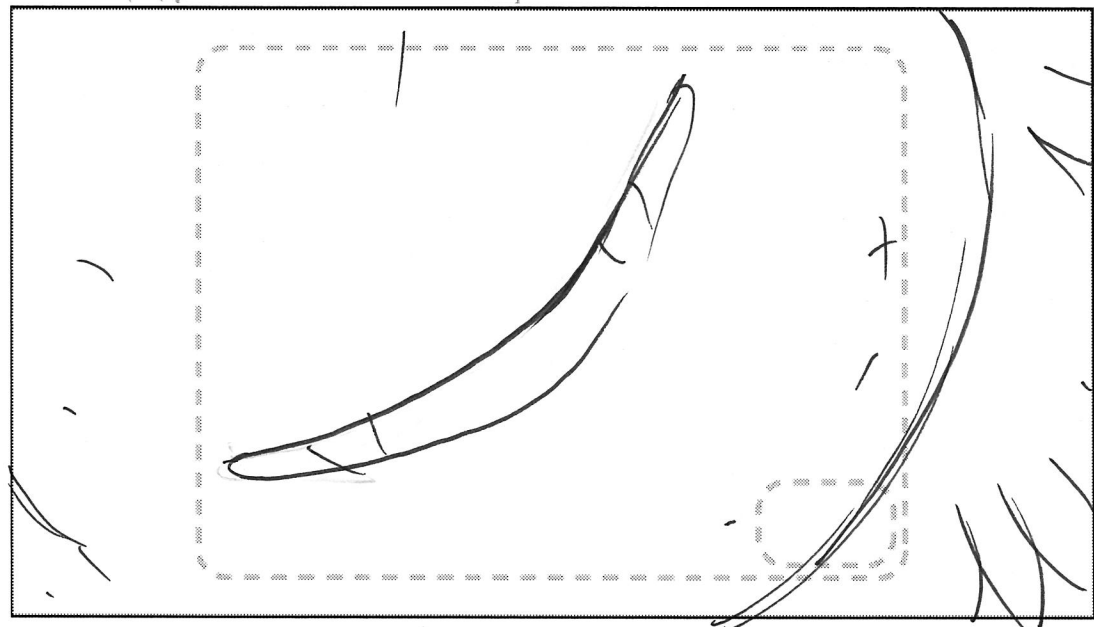


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Sc. 115 Pnl. A Bg. day night



Sc. 116 Pnl. A Bg. day night



Dialog:

(K) NO ANOTHER nother way...

(K) ..To save my people .

Action:

Timing:

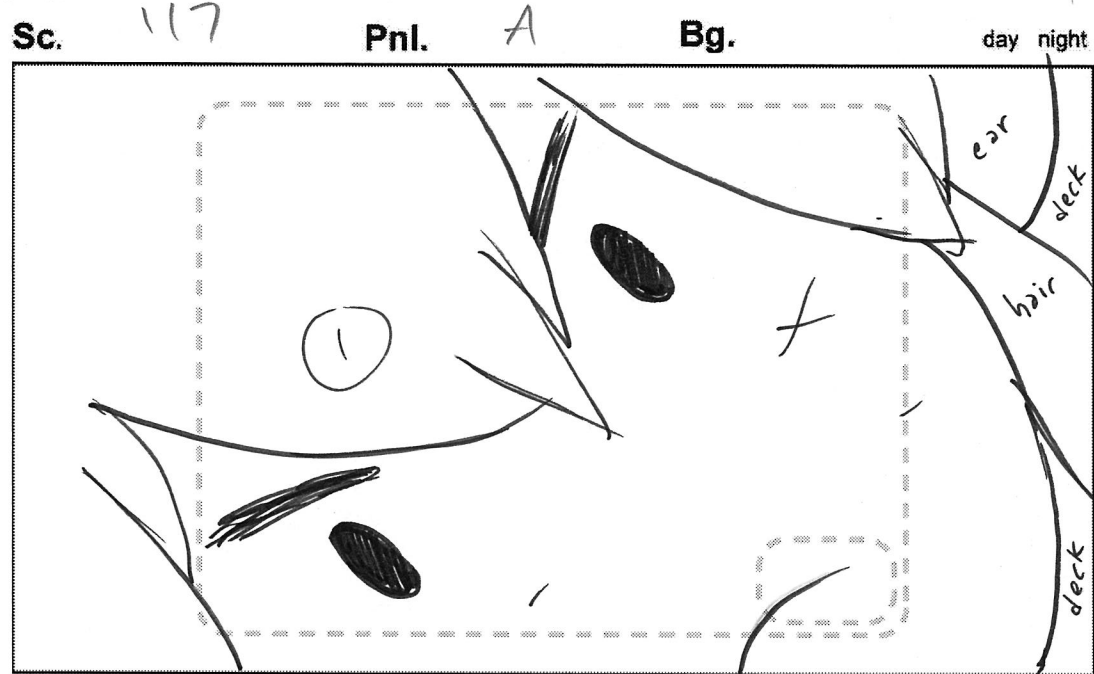
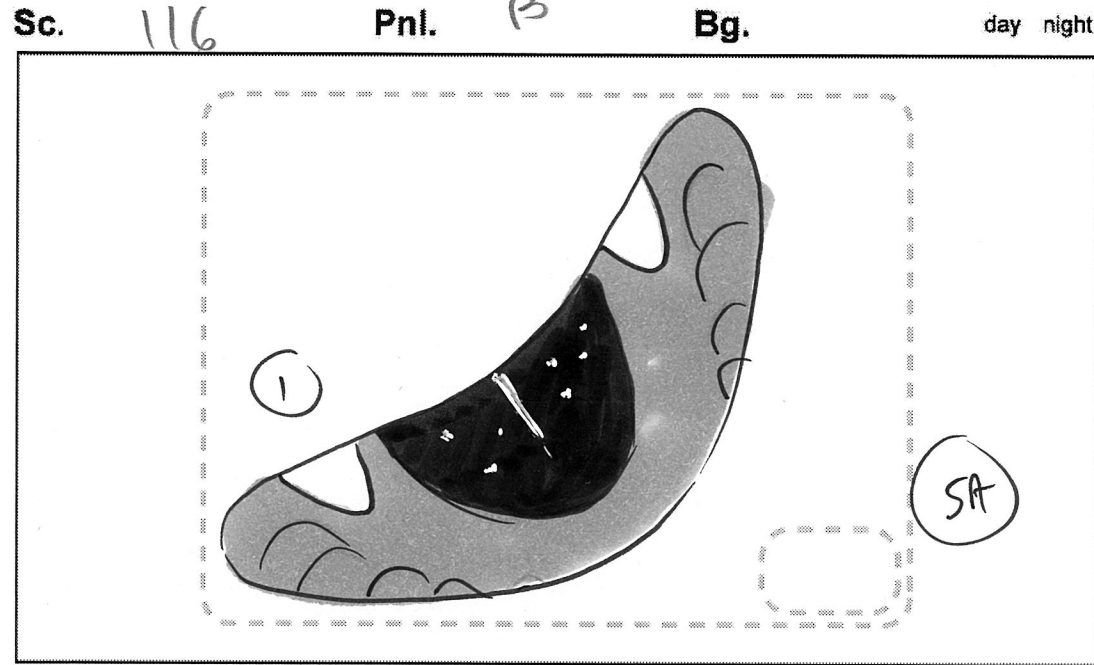
1034-214 # EPISODE

Production :

ADVENTURE TIME



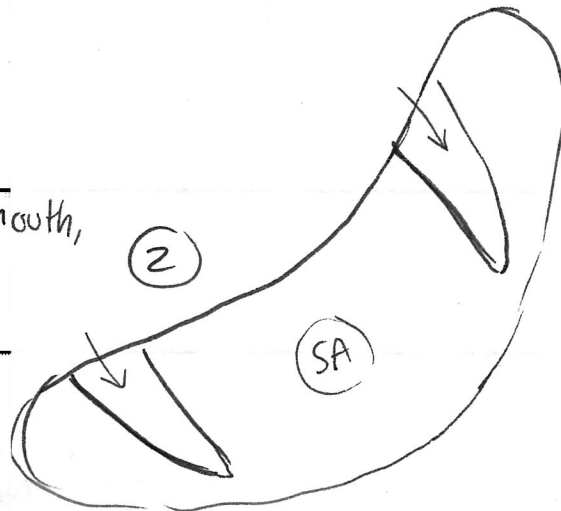
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Dialog:

Action: - King opens his mouth,
then his teeth
extend down.

Timing:



1034-214

EPISODE #

Production :

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ADVENTURE TIME

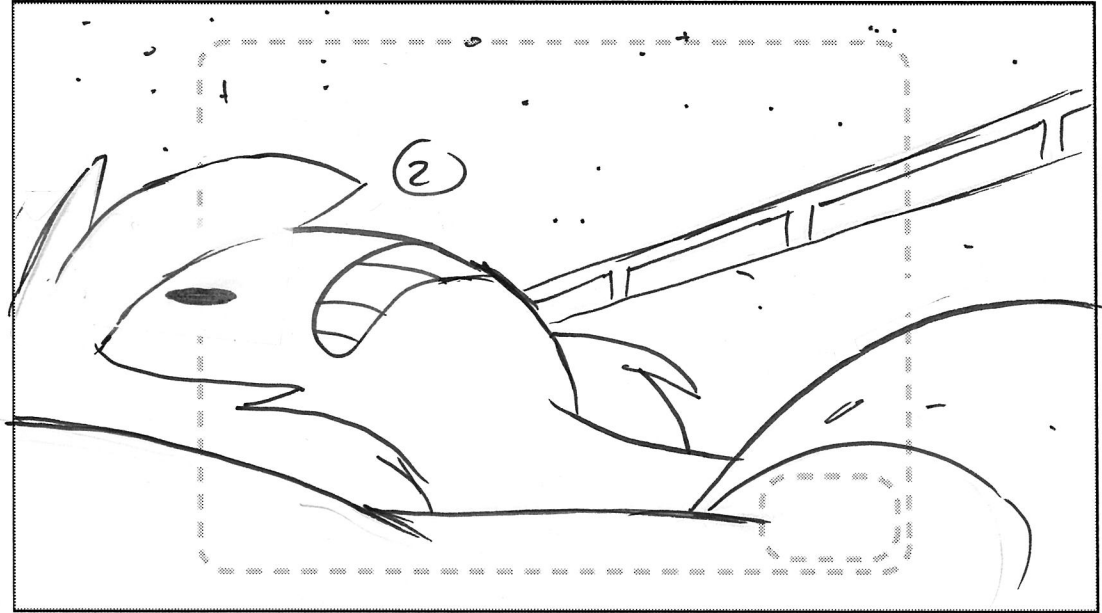


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Sc. 117 Pnl. B Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:

(M:) WAIT!

(M:) *struggling*

Action: - Marceline is horrified to realize she is about to be bitten.

Timing:



1034-214 # EPISODE

Production :

ADVENTURE TIME



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Sc. 118

Pnl. B

light

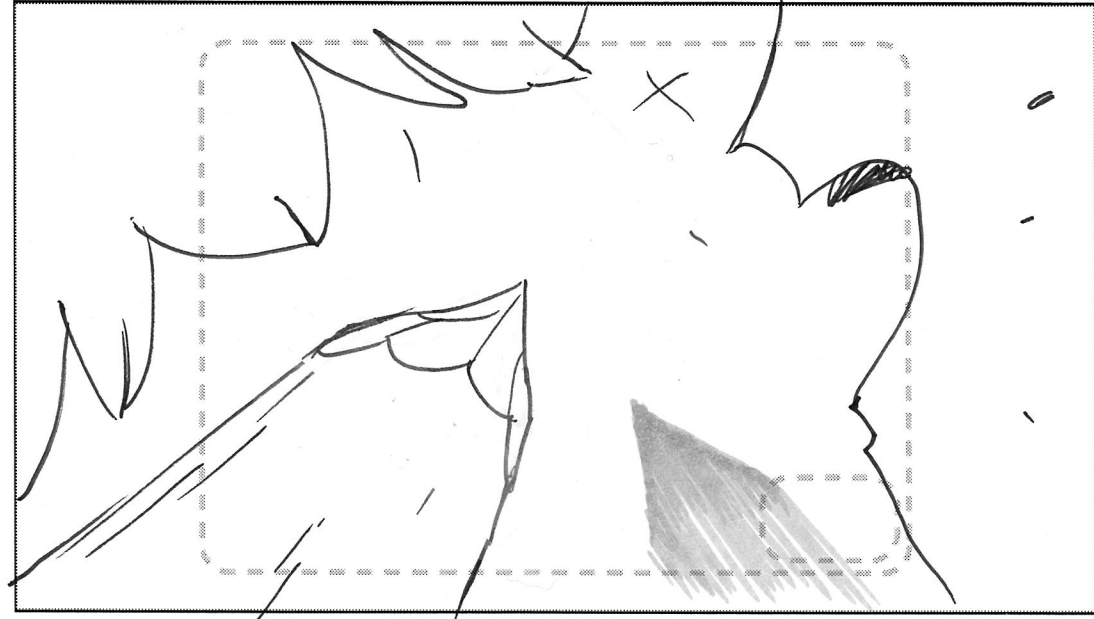


Sc. ~~118~~ 119

Pnl. A

Bg.

day night



Dialog:

KING * vampire mouth noises? *

Action:

- King enters slowly

Timing:

1034-214
EPISODE

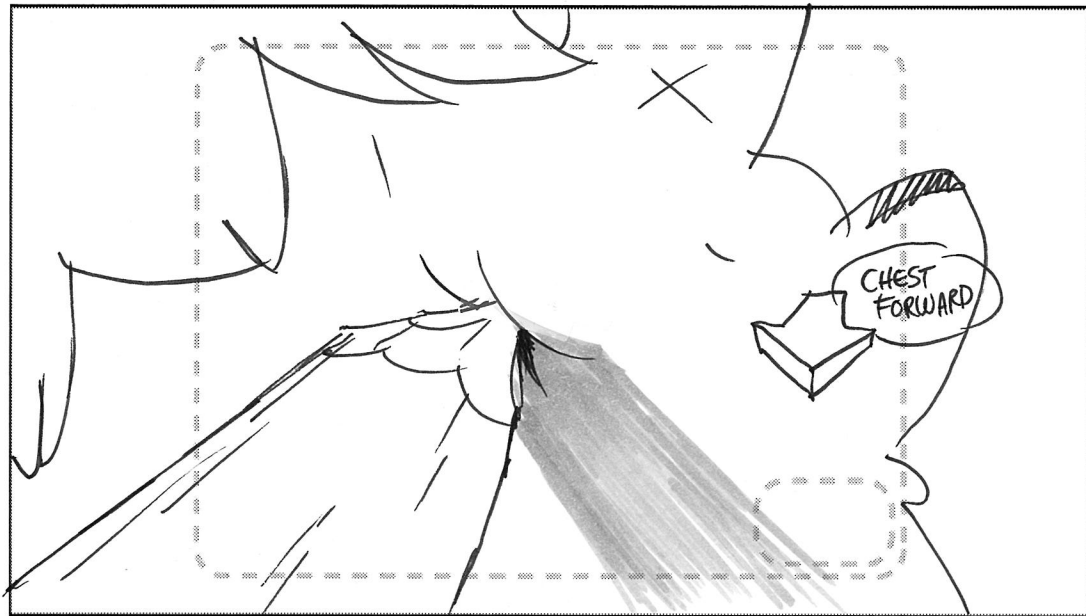
Production :

ADVENTURE TIME

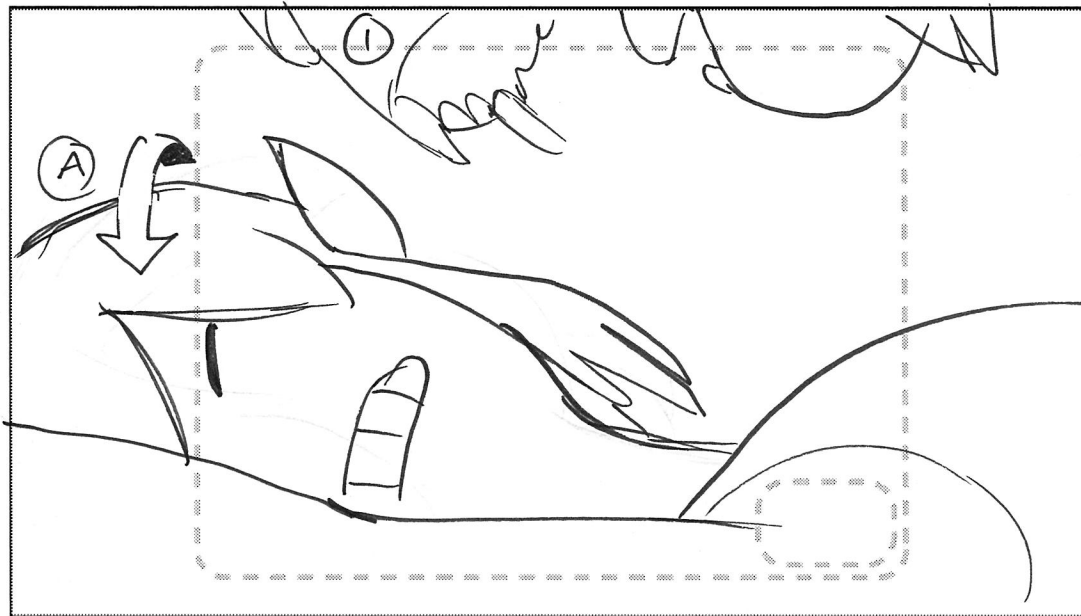


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Sc. 119 Pnl. B Bg. day night



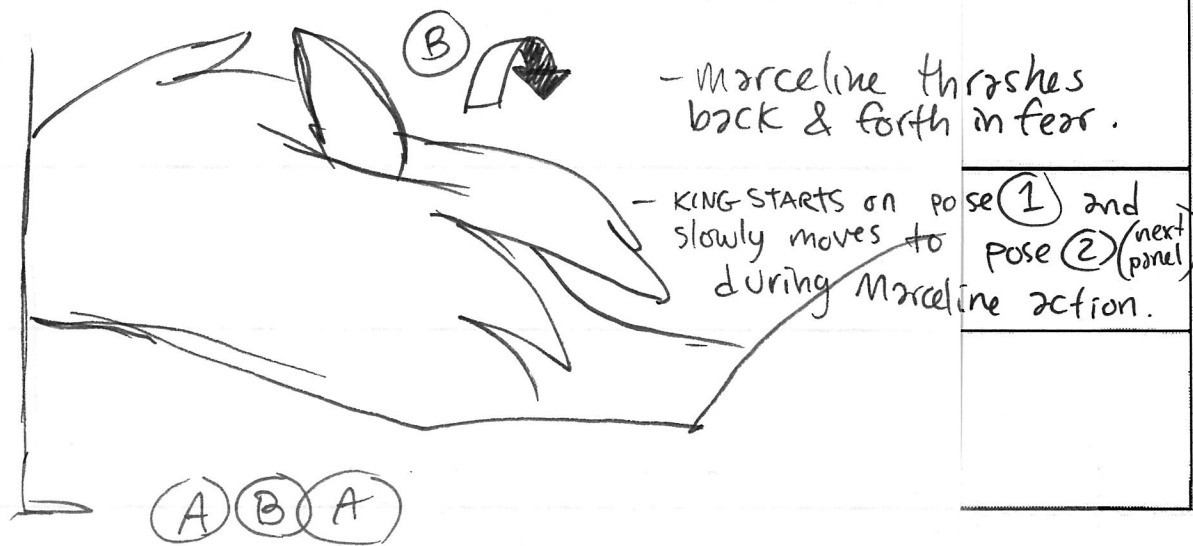
Sc. 120 Pnl. A Bg. day night



Dialog:

Action: - king's chest comes forward slowly, squishing into stake, which remains stationary.

Timing:



- Marceline thrashes back & forth in fear.

- KING STARTS on pose (1) and slowly moves to pose (2) (next panel) during Marceline action.

1034-214 # EPISODE

Production :

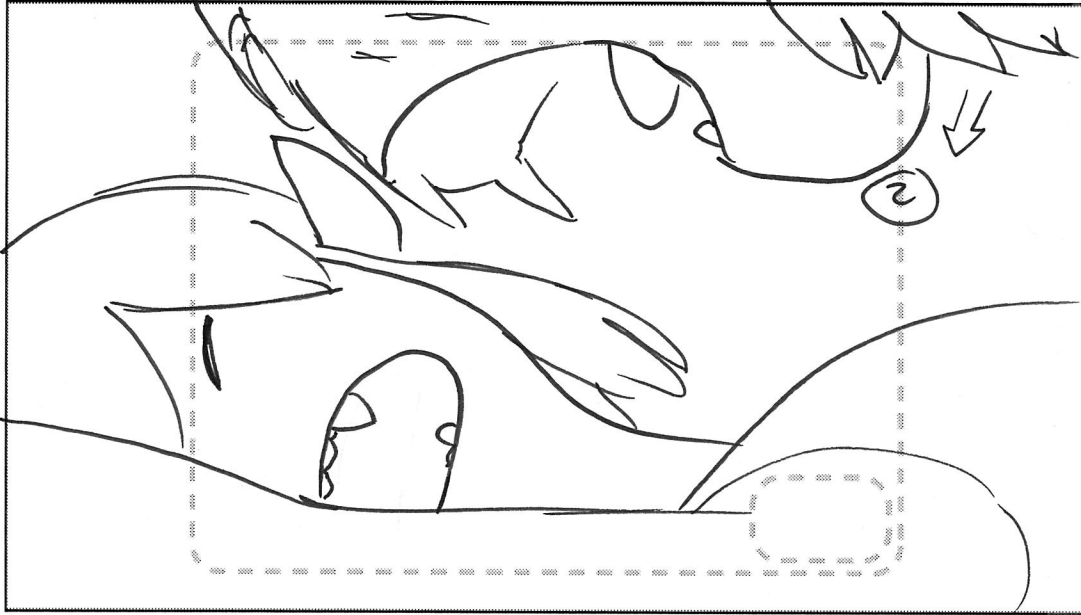
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ADVENTURE TIME

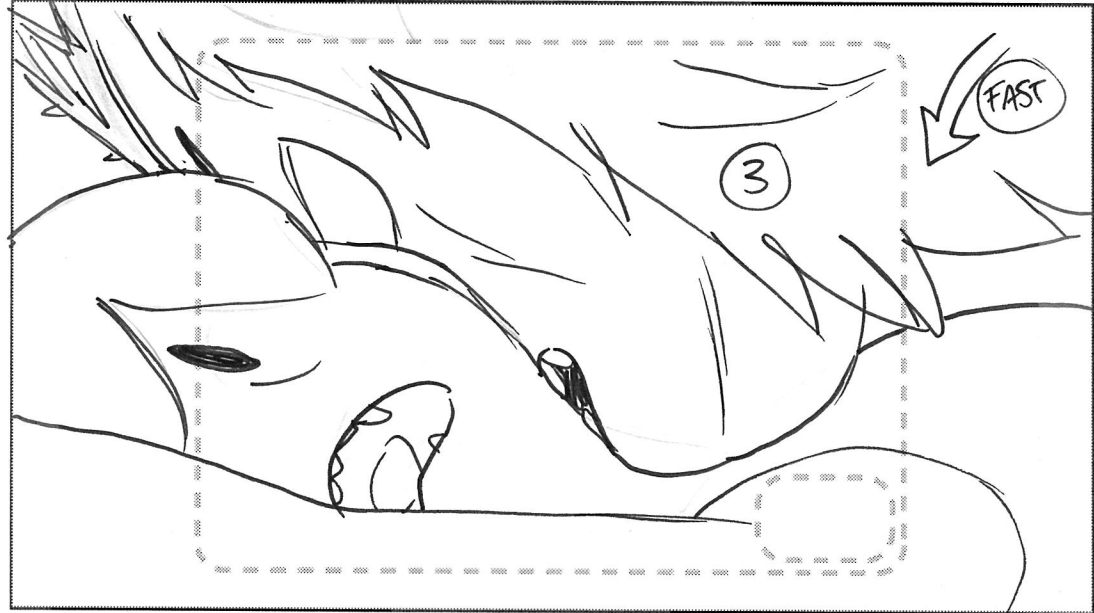


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Sc. 120 Pnl. B Bg. day night



Sc. 120 Pnl. C Bg. day night



Dialog:

(M:) NOOOO!!

Action:

- MOUTH DOESNT CLOSE - GOES STRAIGHT FROM "NOOO!!" TO NEXT PNL.
- King juts forward suddenly from pose (2) to pose (3)

Timing:

1034-214

EPISODE #

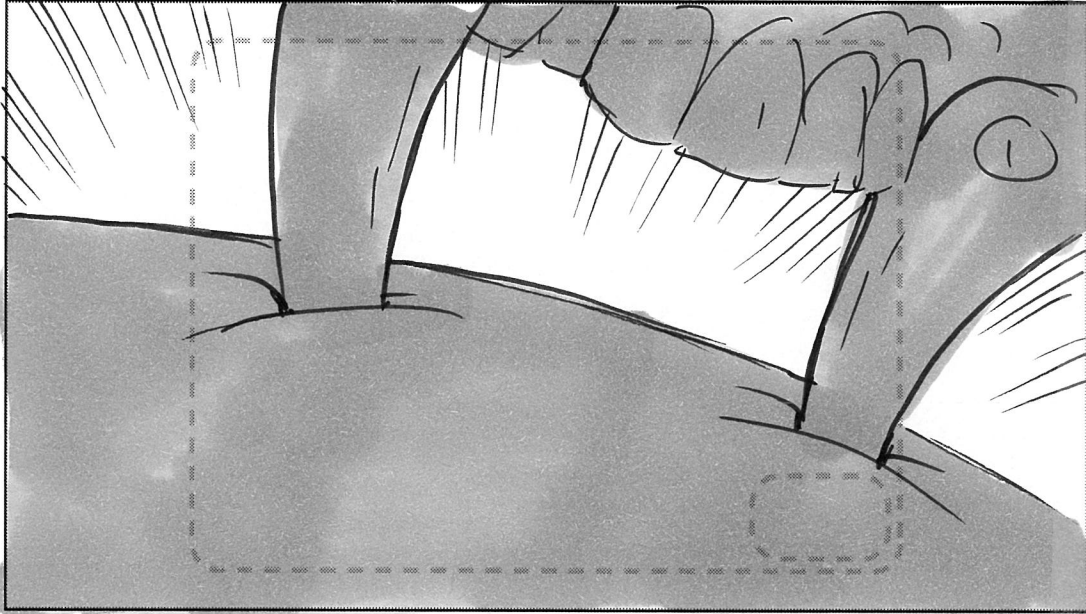
Production :

ADVENTURE TIME

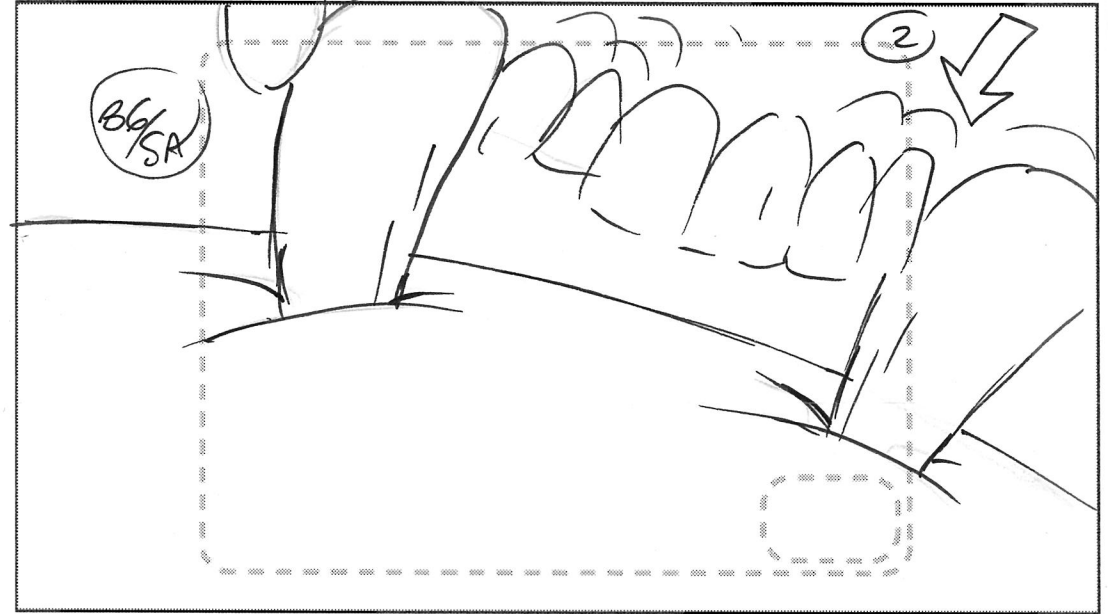


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Sc. 121 Pnl. A Bg. day night



Sc. 121 Pnl. B Bg. day night



Dialog:

Action:

- teeth sink into Marceline's neck .

Timing:

EPISODE #

Production :

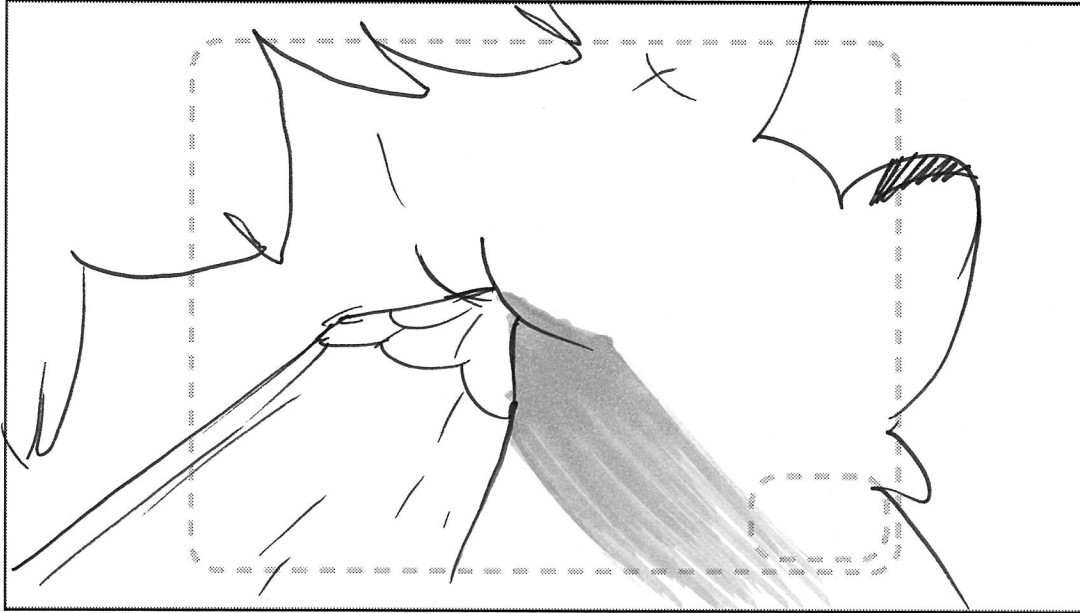
1034-214

ADVENTURE TIME

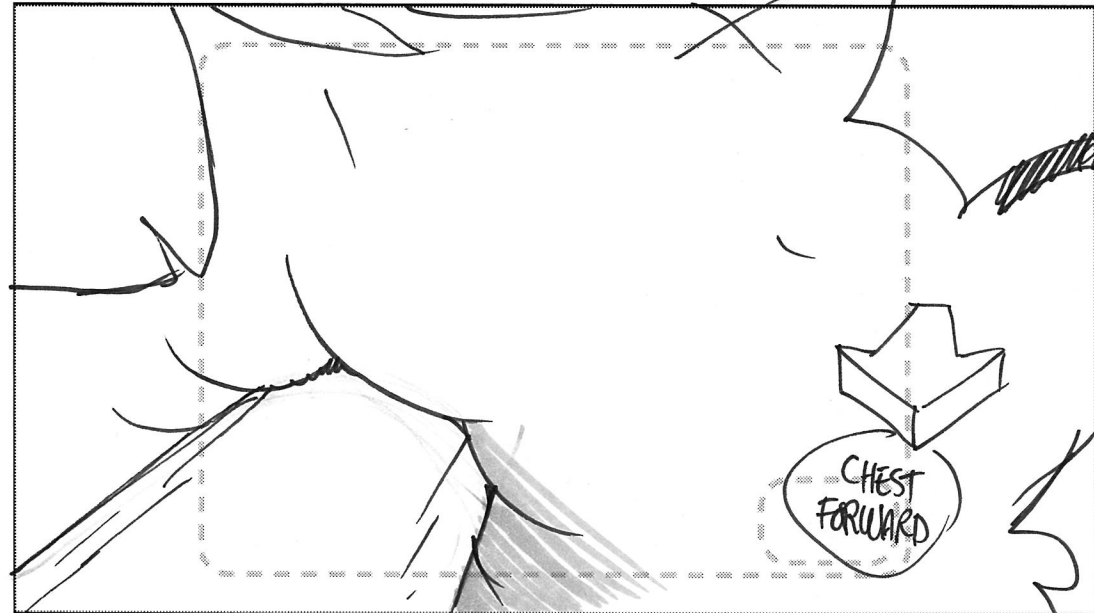


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Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night



Dialog:

Action:

- King's chest surges forward, becoming impaled on stationary stake.

Timing:

1034-214

EPISODE #

Production :

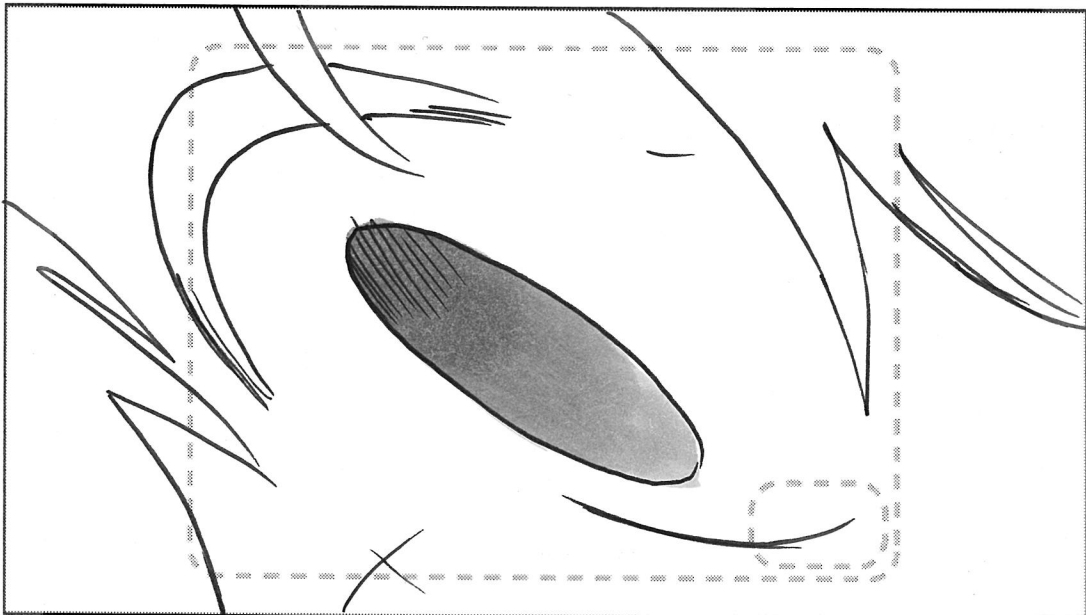
ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night



Sc. 123 Pnl. B Bg. day night



Dialog:	(M:) *GASP!*
Action:	- Marceline's eyes turn a deep, bottomless, rich ruby red.
Timing:	

EPISODE #

Production :

1034-214

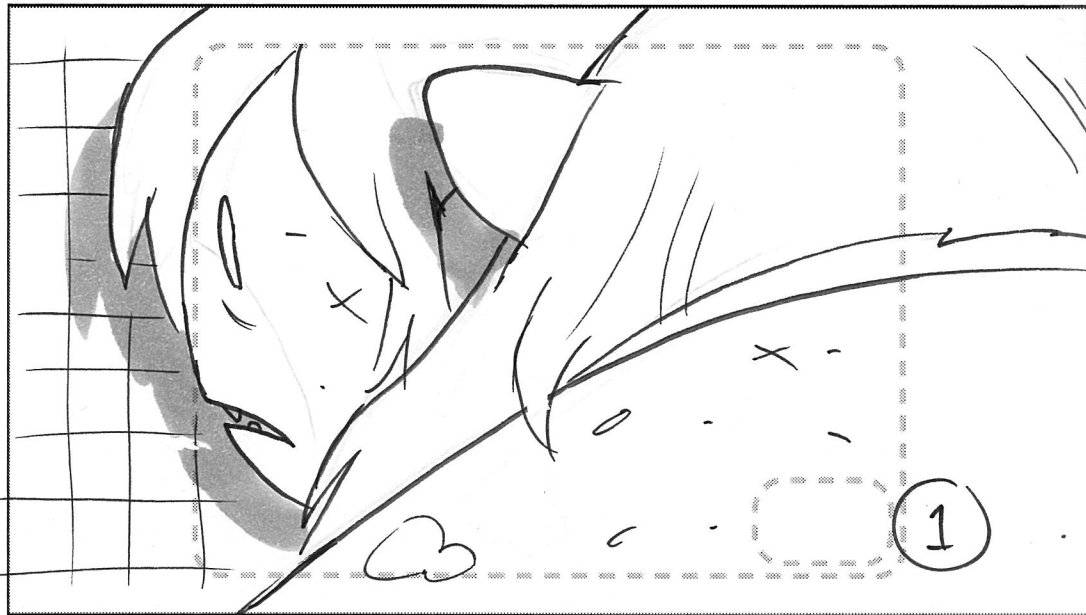
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ADVENTURE TIME

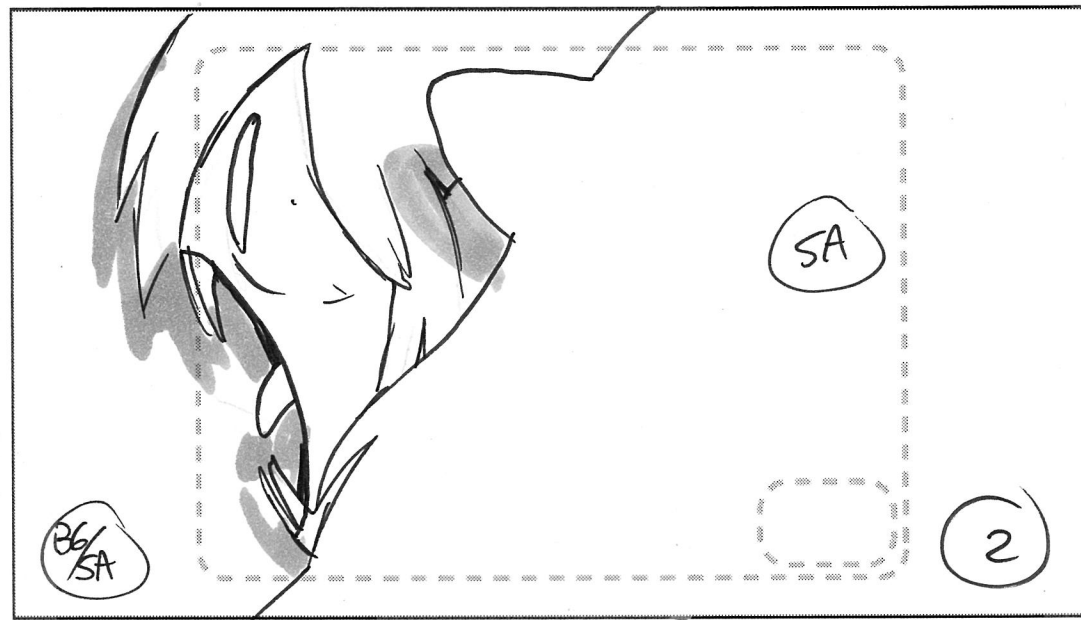


Page 199

Sc. 124 Pnl. A Bg. day night



Sc. 124 Pnl. B Bg. day night



Dialog:

(M:) * SCRE AMMM!! *

Action:

Timing:

EPISODE #

Production :

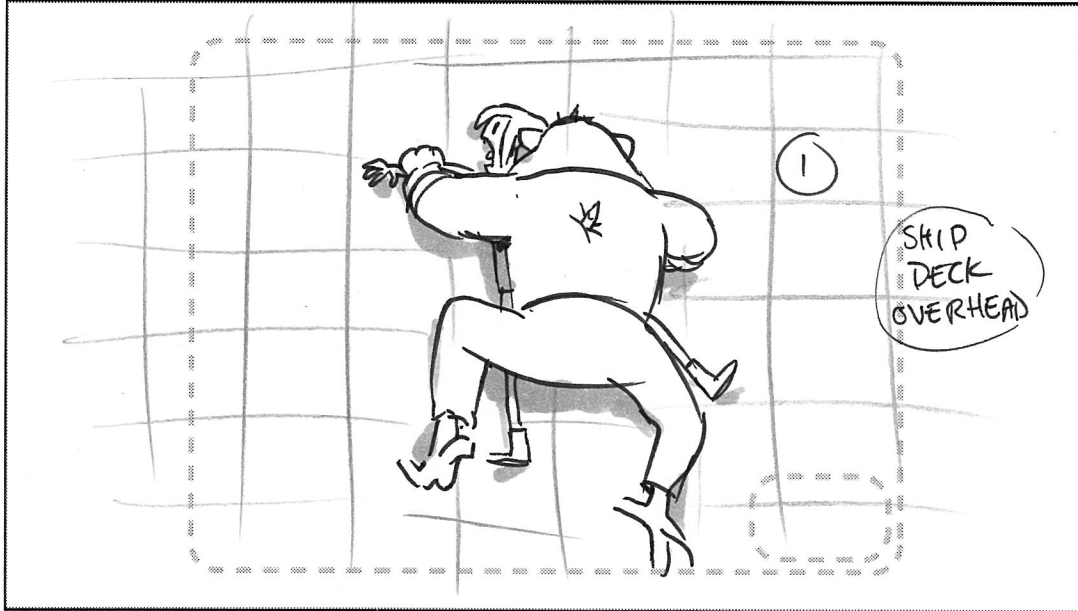
1034-214

ADVENTURE TIME

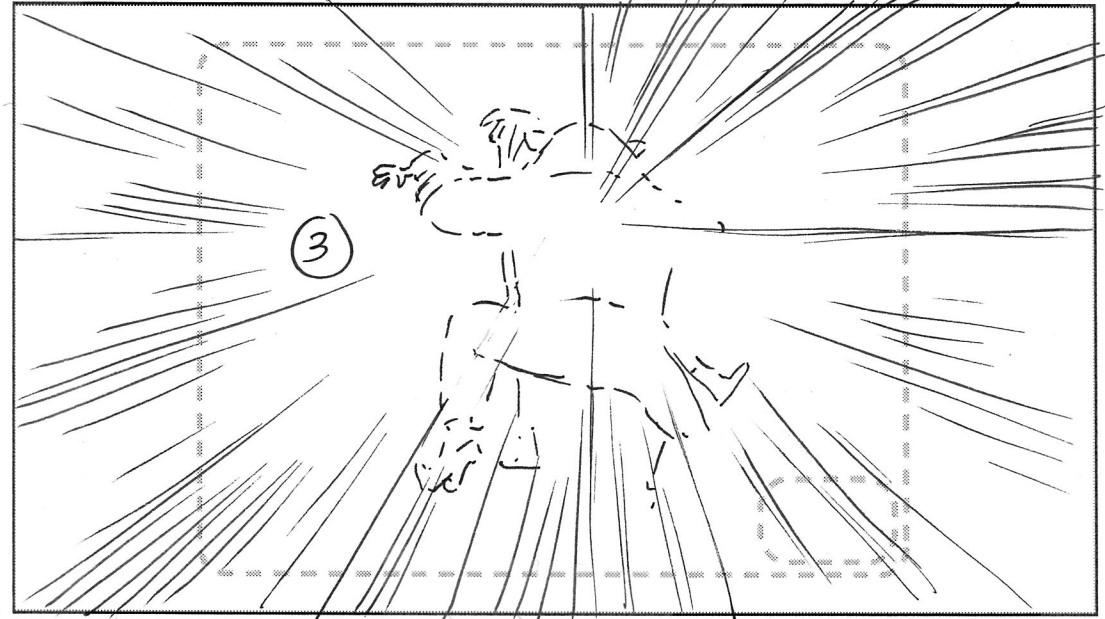


Page 200

Sc. 125 Pnl. A Bg. day night



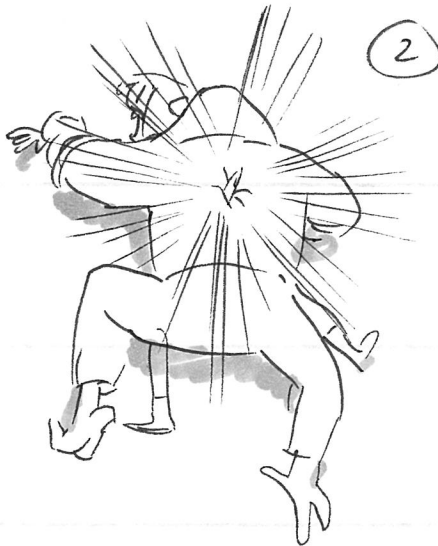
Sc. 125 Pnl. B Bg. day night



Dialog:
(M): *continued
scream →
*

Action:

Timing:



- King explodes into white light, emanating from the stake protruding from his back.

EPISODE #

Production :

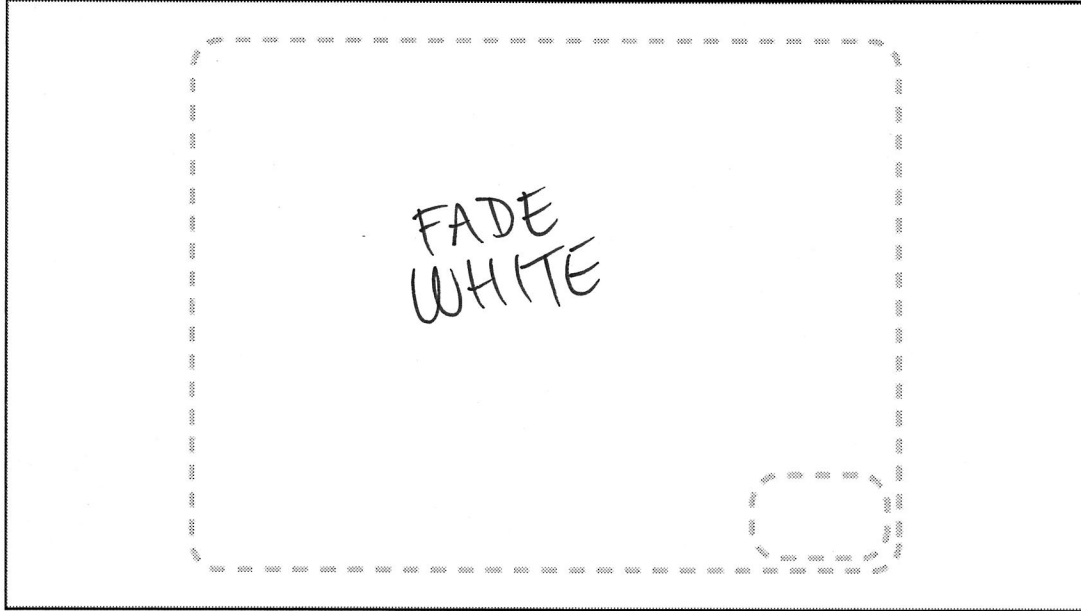
1034-214

ADVENTURE TIME

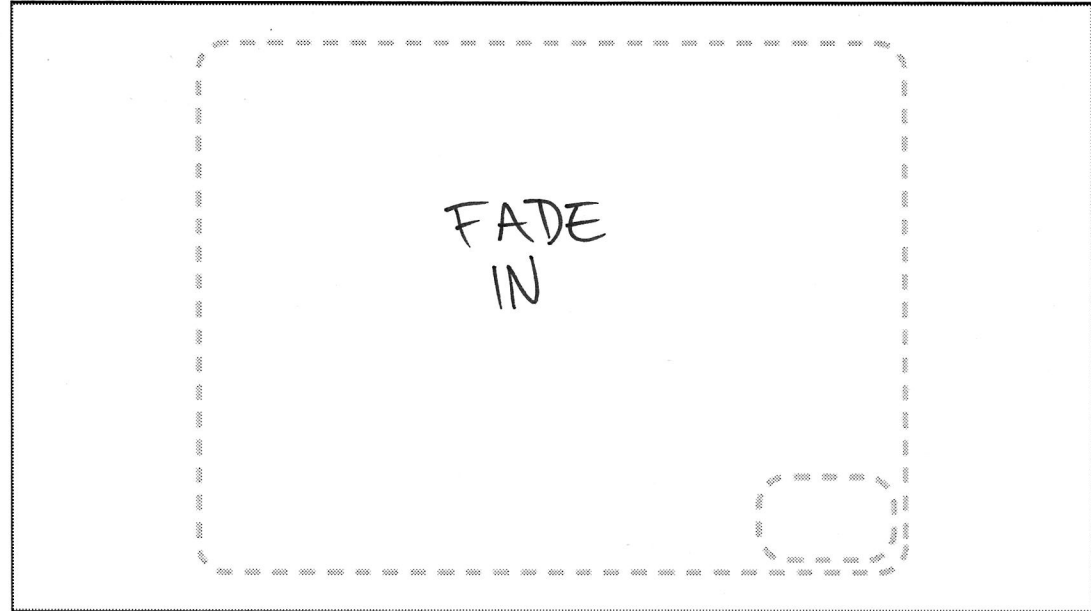


Page 201

Sc. 125 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

1034-214

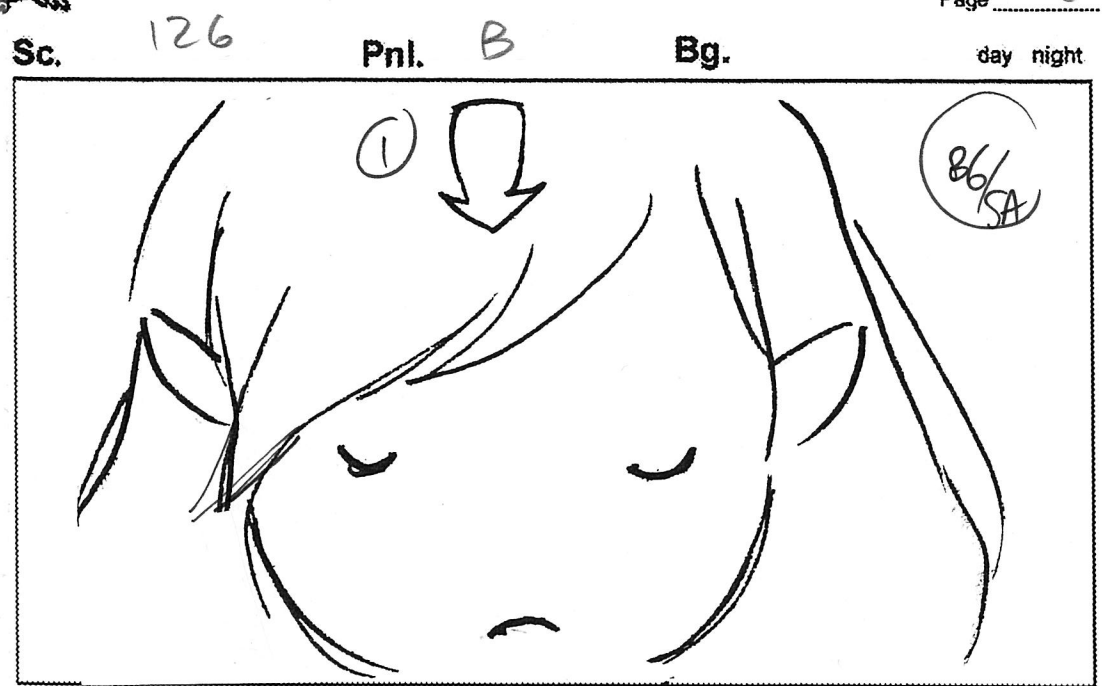
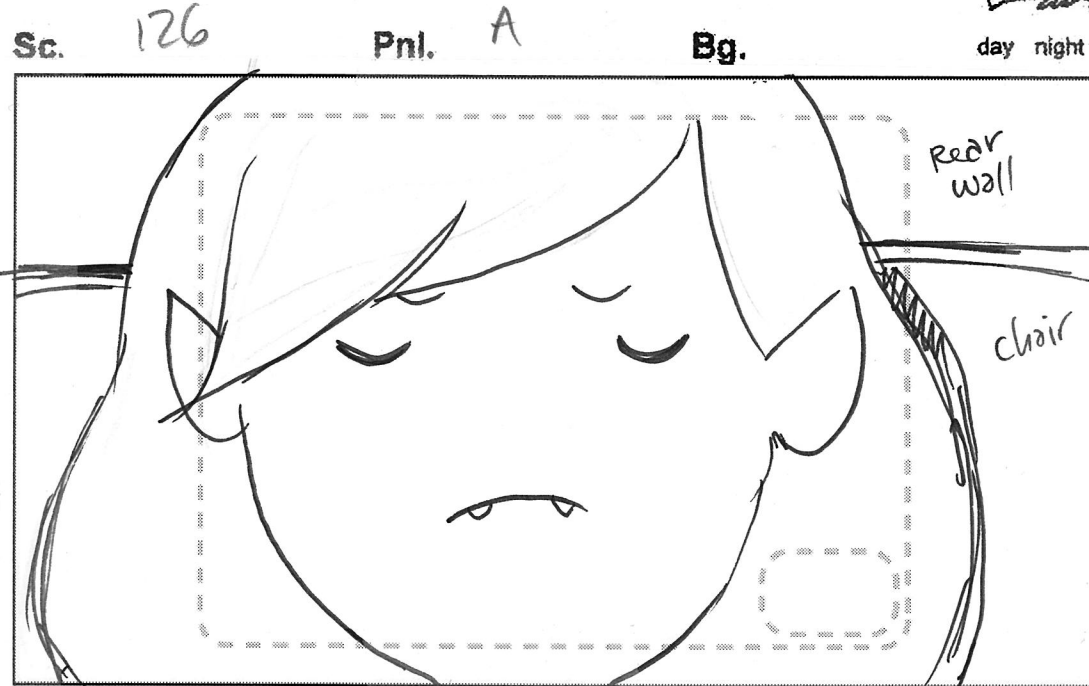
EPISODE

Production :

ADVENTURE TIME



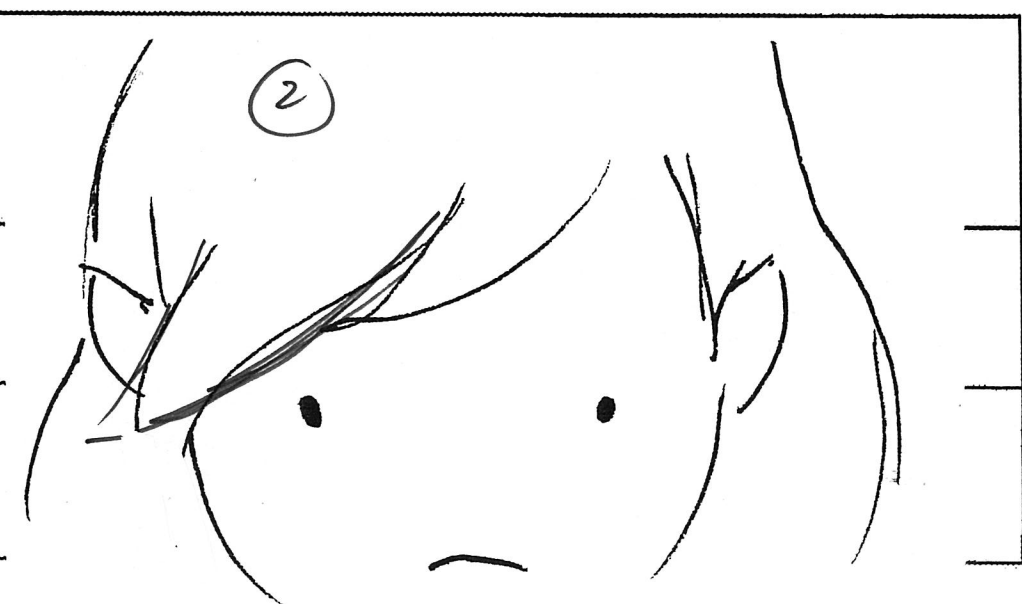
Page 202



Dialog:

Action:

Timing:



1034-214 # EPISODE

Production :

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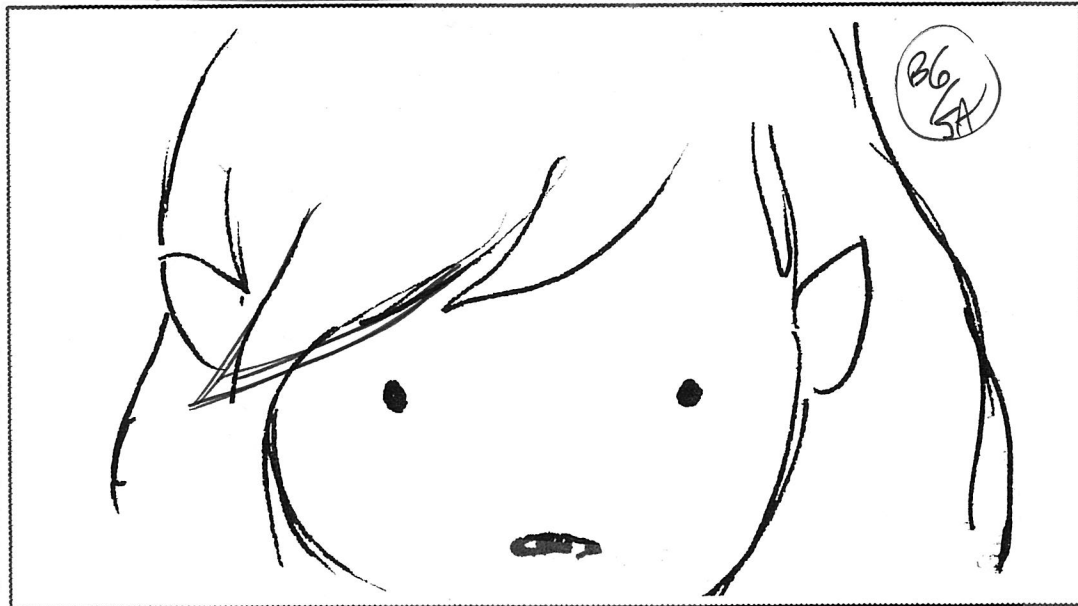
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ADVENTURE TIME

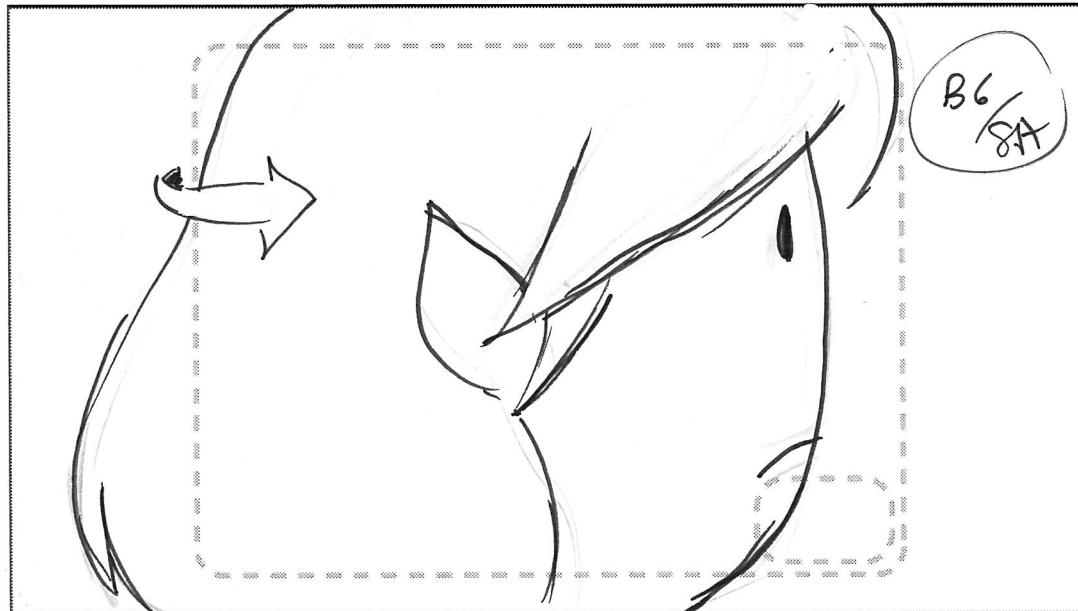


Page 203

Sc. 126 Pnl. C Bg. day night



Sc. 126 Pnl. D Bg. day night



Dialog:

(M:) This is really bad.

Action:

Timing:

1034-214

EPISODE #

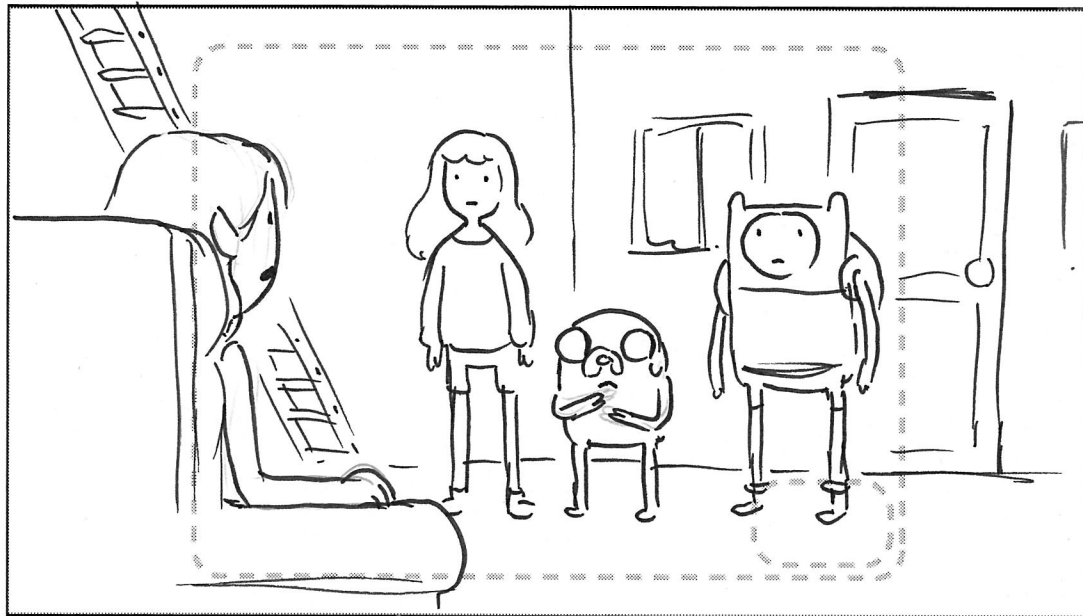
Production :

ADVENTURE TIME

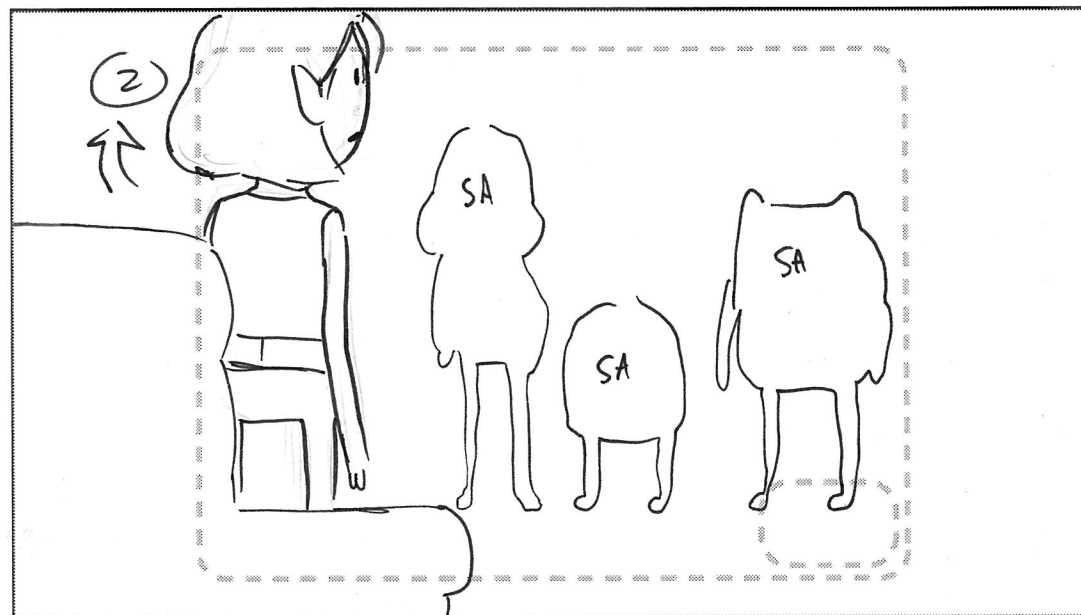


Page 204

Sc. 127 Pnl. A Bg. day night



Sc. 127 Pnl. B Bg. day night



Dialog:

(M:) These guys... →

Action:

Timing:



(M:) .. they're heavy hitters.

Production :

EPISODE #

1034-214

ADVENTURE TIME



Page 205

Sc.

128

Pnl.

A

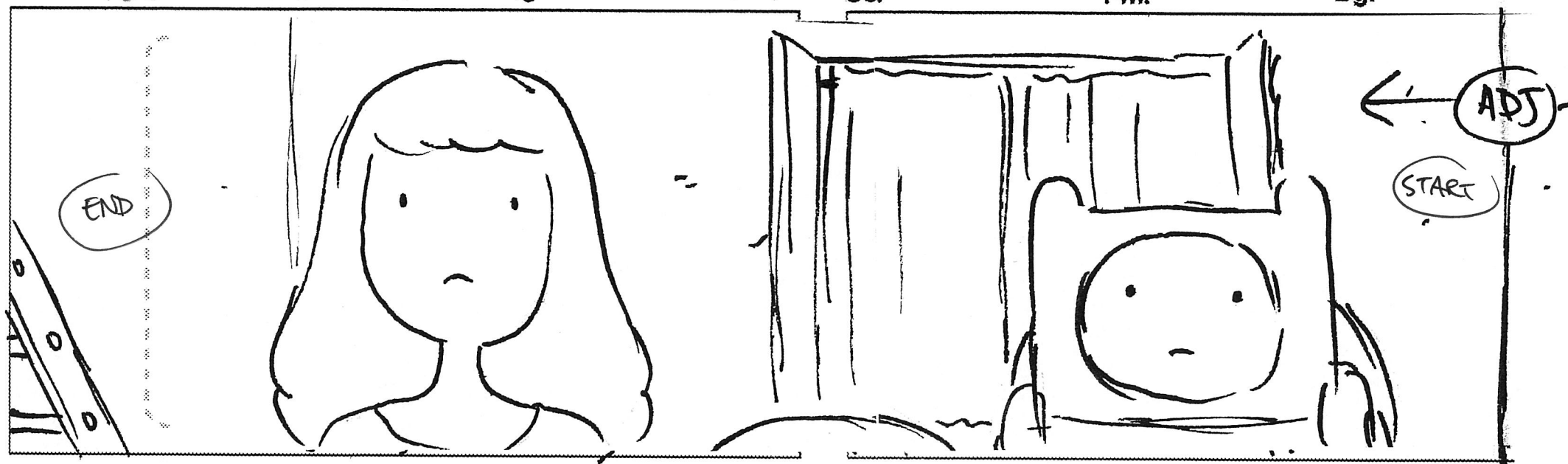
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

(M) (OS): If they get back to full strength - they'll tear this world apart.

(ALT): If they get back to maximum stank - they'll tear this world apart.

Action:

Timing:

1034-214

EPISODE

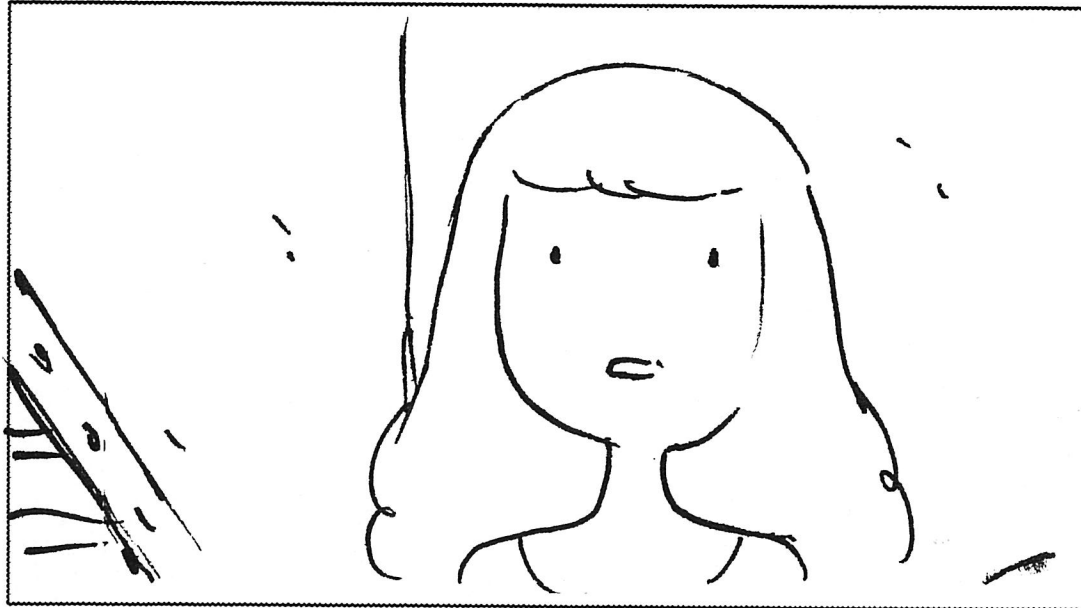
Production :

ADVENTURE TIME

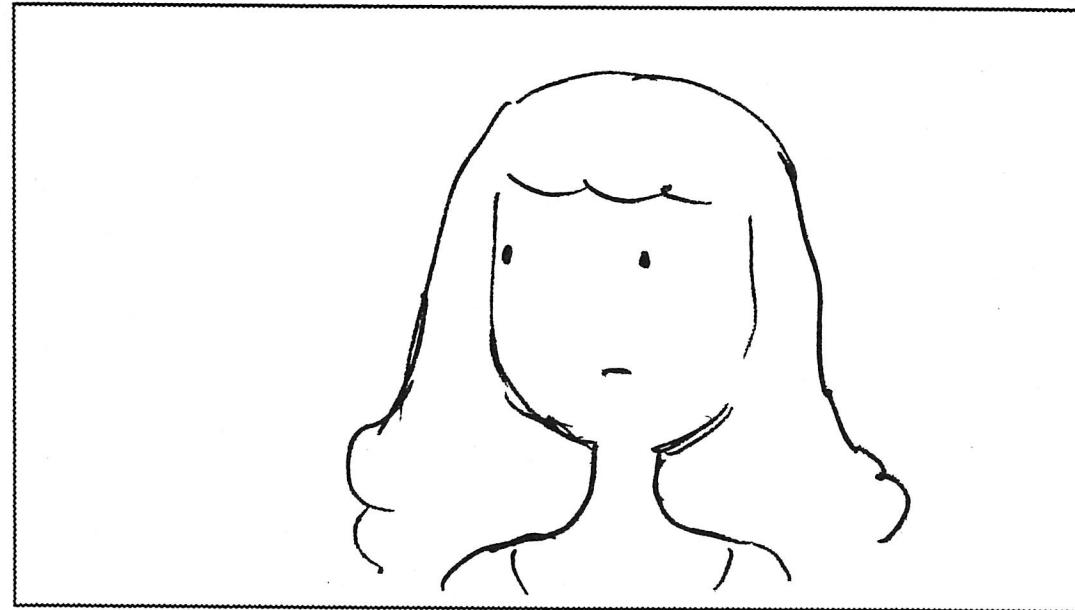


Page 206

Sc. 128 Pnl. B Bg. day night



Sc. 128 Pnl. C Bg. day night



Dialog:

PB What's the plan Marceline?

Action:

How do we fight them?

Timing:

PBUT: (* weird, prolonged, exaggerated throat-clear *)

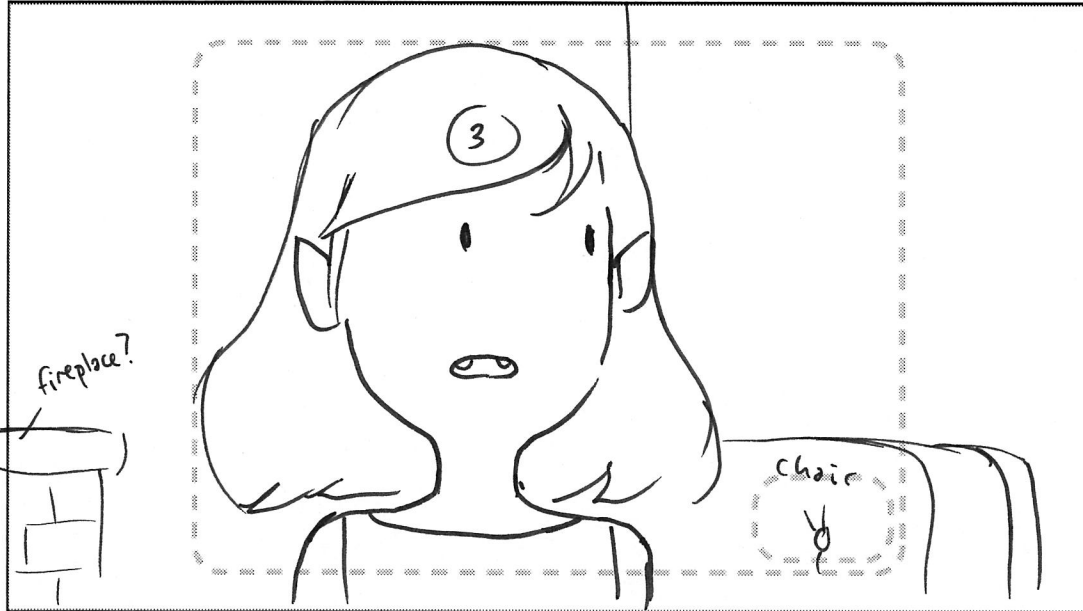
A-huh-hem-hum →

ADVENTURE TIME

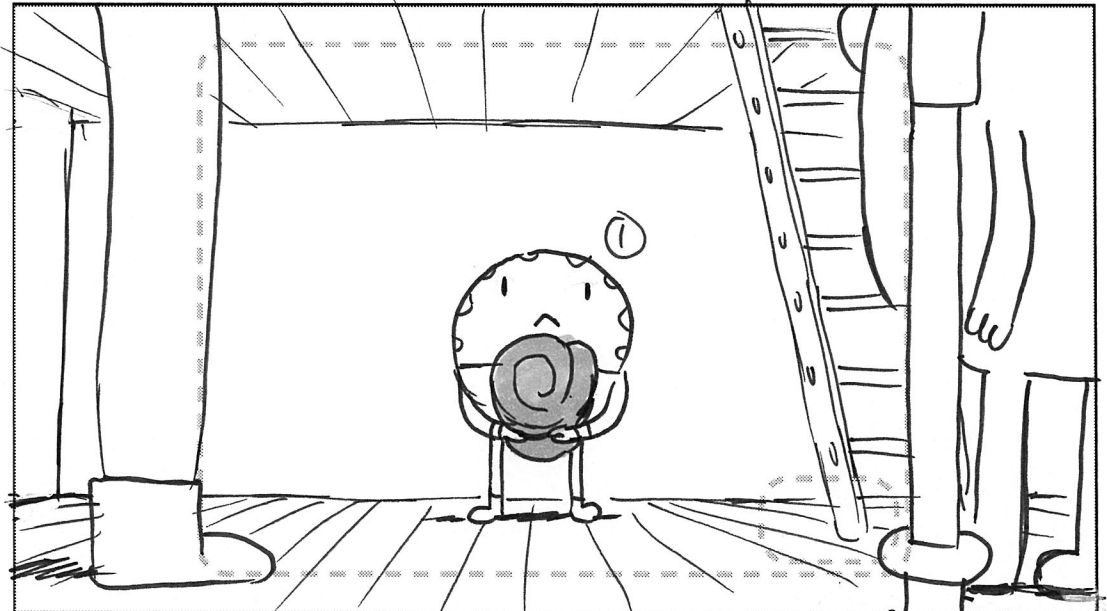


Page 207

Sc. 129 Pnl. A Bg. day night



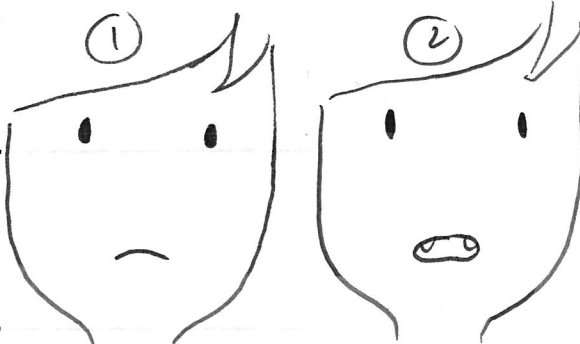
Sc. 130 Pnl. A Bg. day night



Dialog: Pep. B (continued) → heh-m-hrrm-hem. → (cont.) → ^①hrrm hum hem. ^②
throat clearing

Action:

Timing:



1034-214

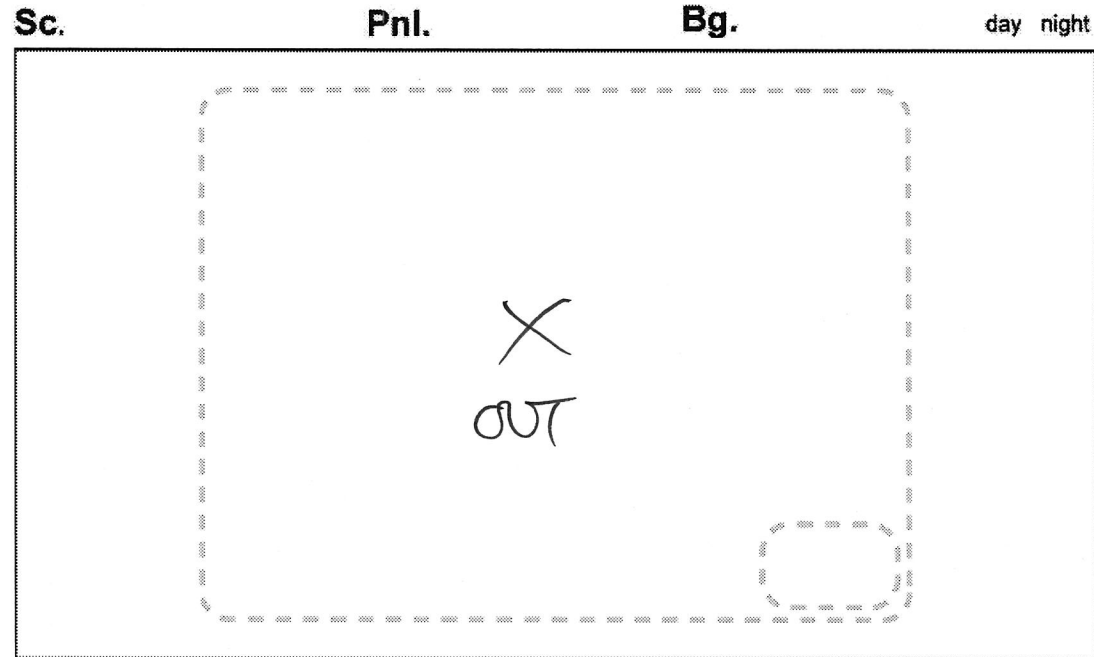
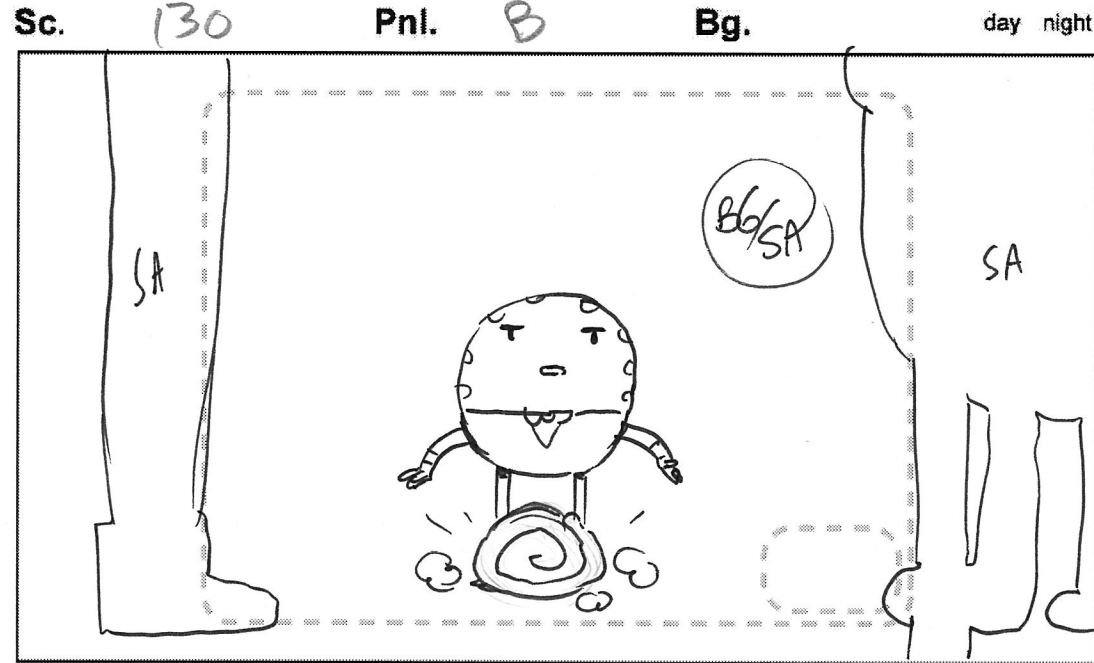
EPISODE #

Production :

ADVENTURE TIME



Page 208



Dialog:

(PEP:) If I may.

(SFX:) WHOMP

Action:

- 'pep' speaks first, then drops all of weapons.

Timing:

1034-214

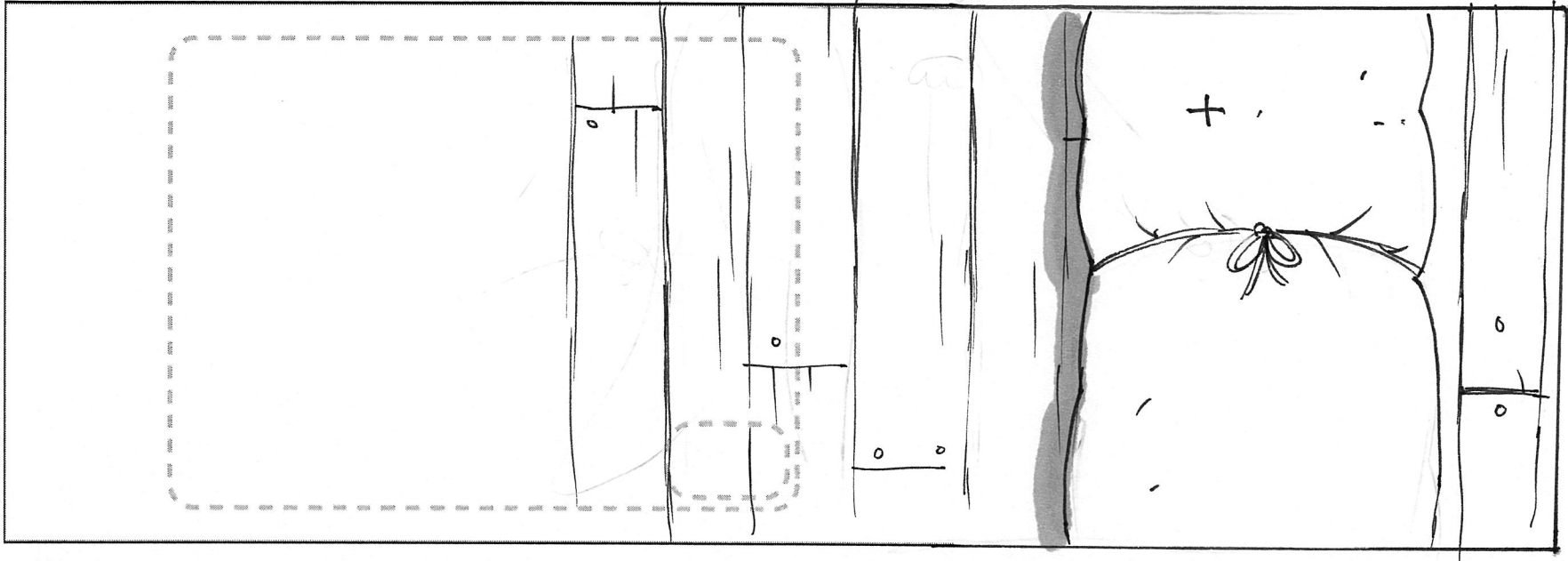
EPISODE

Production :

ADVENTURE TIME



Sc. 131 Pnl. A Bg. day night



Dialog:	(PEP) (OS) Strong enough for an ultravampire, →			
Action:	- PEP butler unties weapon roll.			
Timing:				

1034-214
EPISODE

Production :

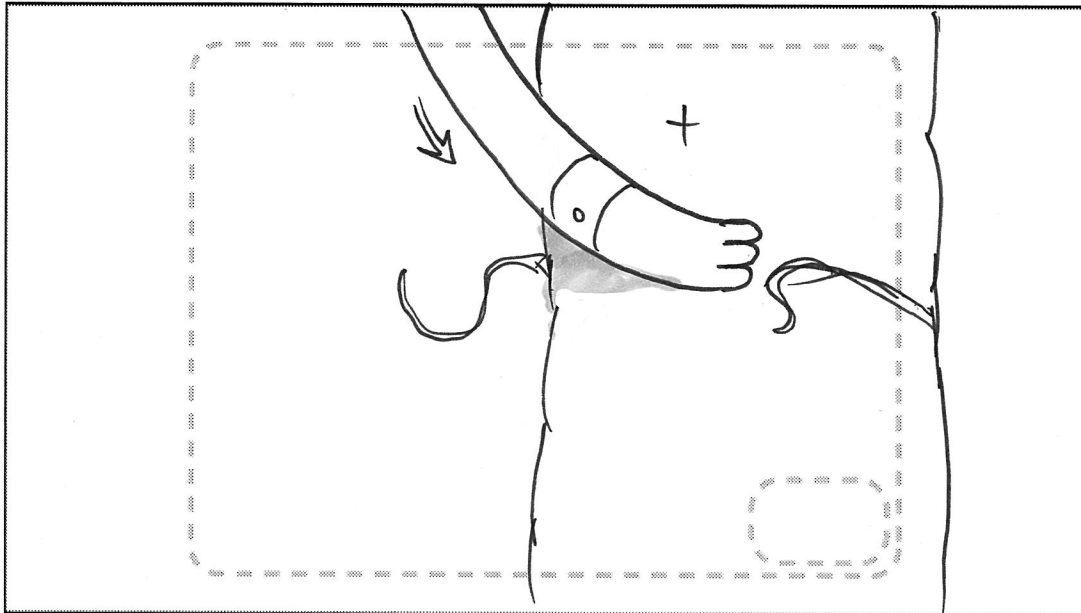
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ADVENTURE TIME

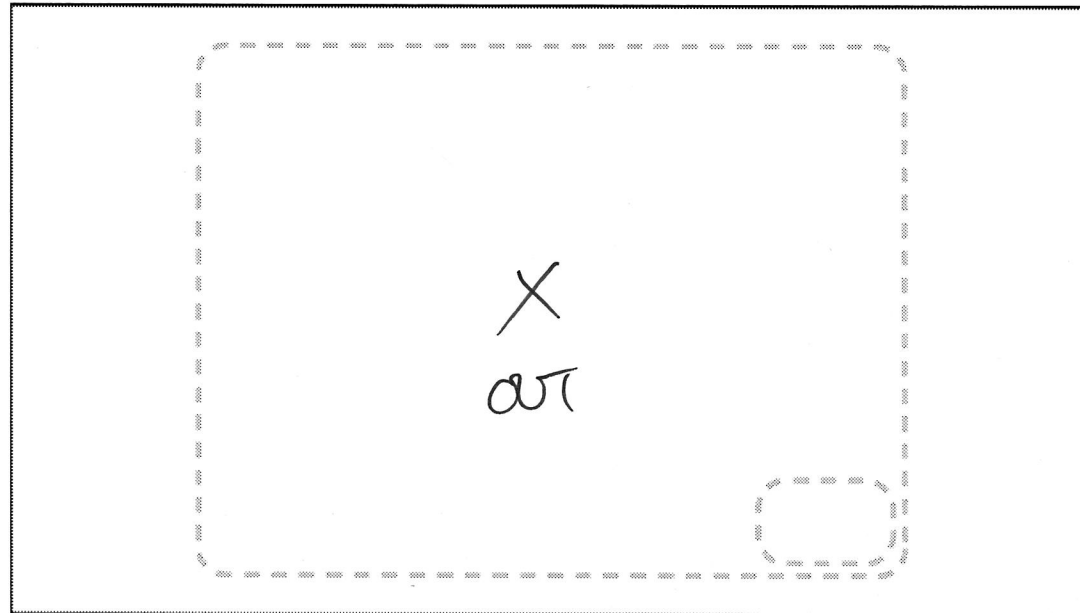


Page 210

Sc. 131 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

1034-214

EPISODE

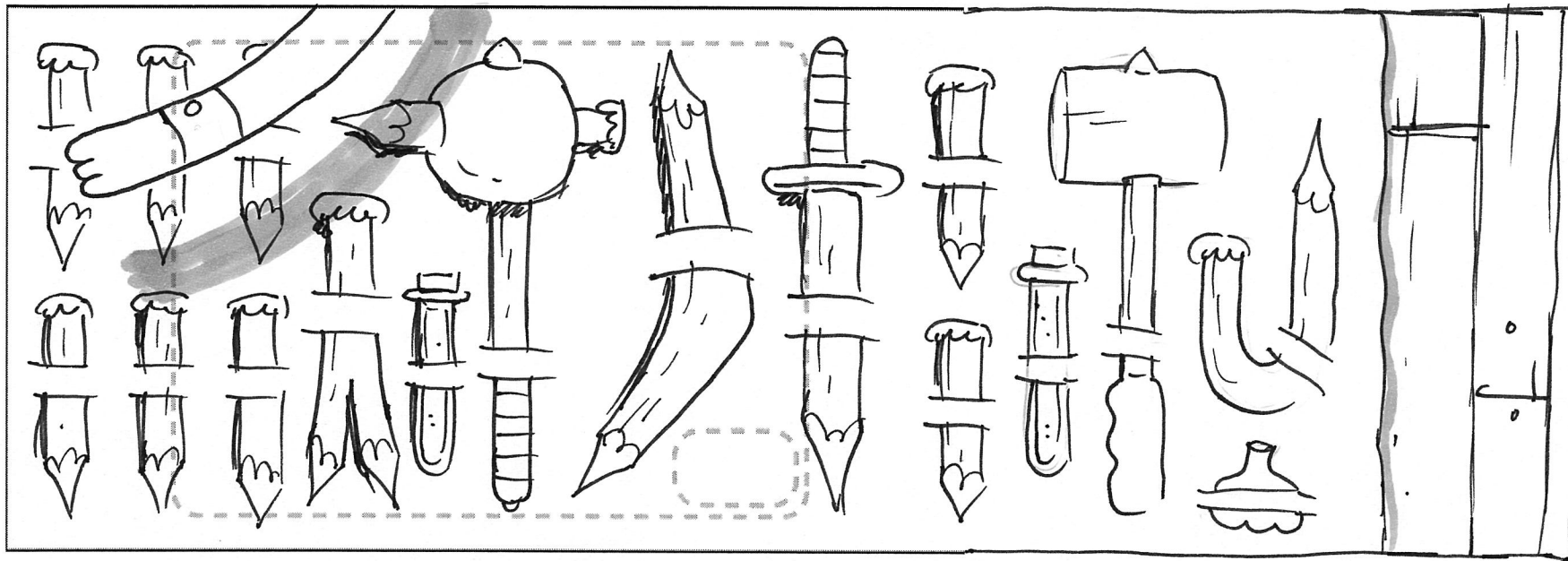
Production :

ADVENTURE TIME



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Sc. 131 Pnl. C Bg. day night

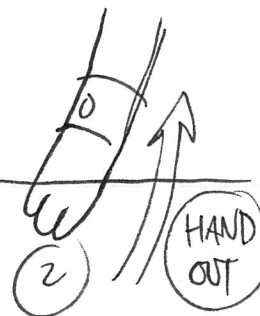


Dialog:

(PEP OS) → but made for a vampire.

Action: - PEP Butler ~~unrolls~~ unrolls blanket full of weapons.

Timing:



1034-214 # EPISODE

Production :

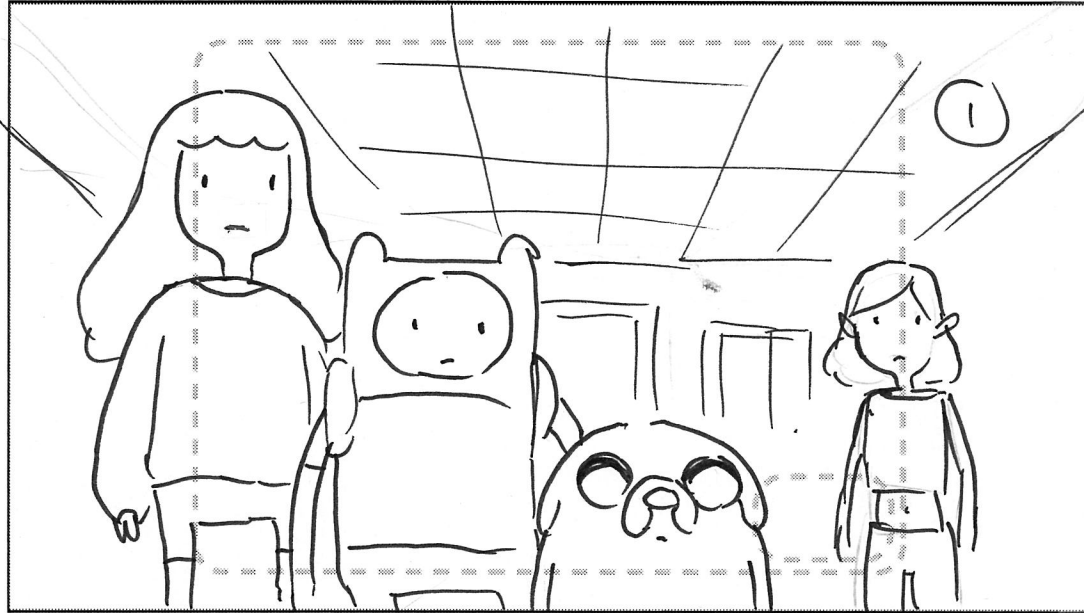
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ADVENTURE TIME

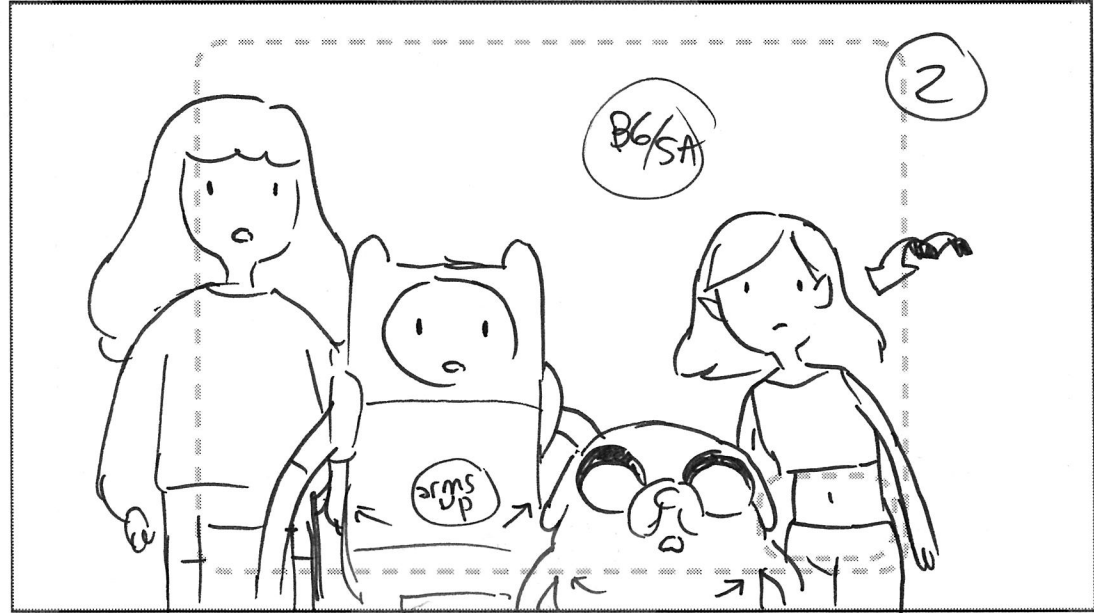


Page 212

Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:

(FINN)
(JAKE)
(PB) > * amazed walls * (whoa, wow, etc.)

Action:

Timing:

1034-214

#EPISODE

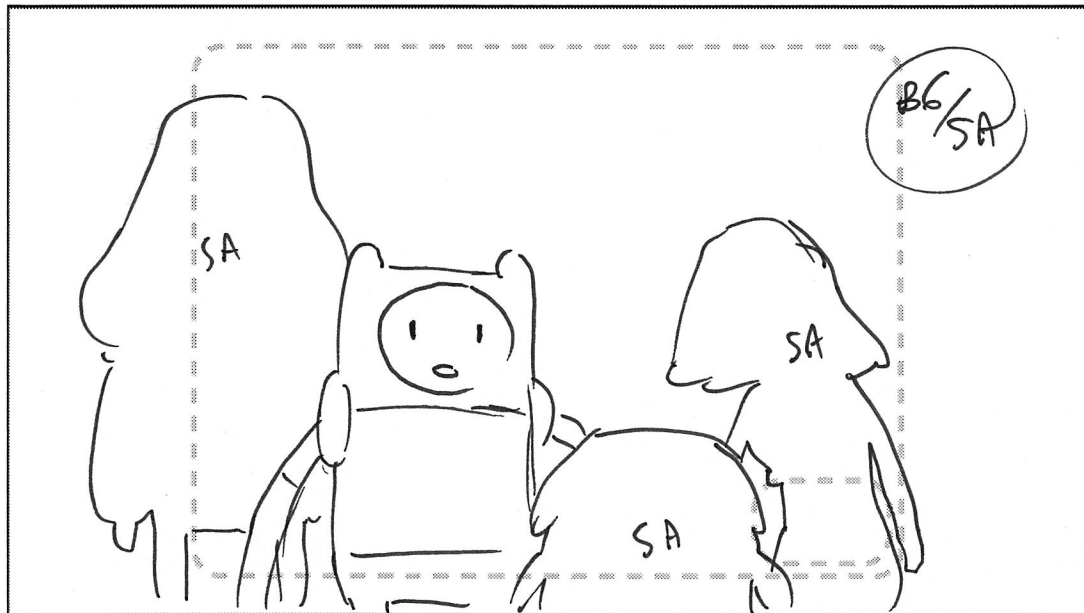
Production :

ADVENTURE TIME

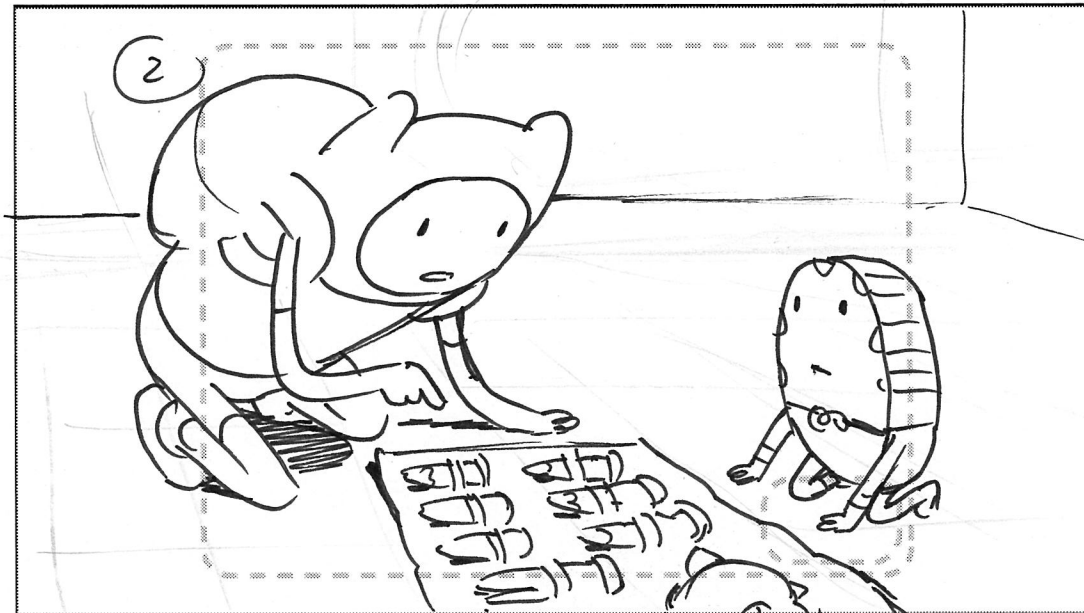


Page 213

Sc. 132 Pnl. C Bg. day night



Sc. 133 Pnl. A Bg. day night



Dialog: (FINN:) Biz just got real...

(F:) Look Jake, a two-pronged stake...

Action:

Timing:



- Finn enters, and points at weapons

1034-214

EPISODE #

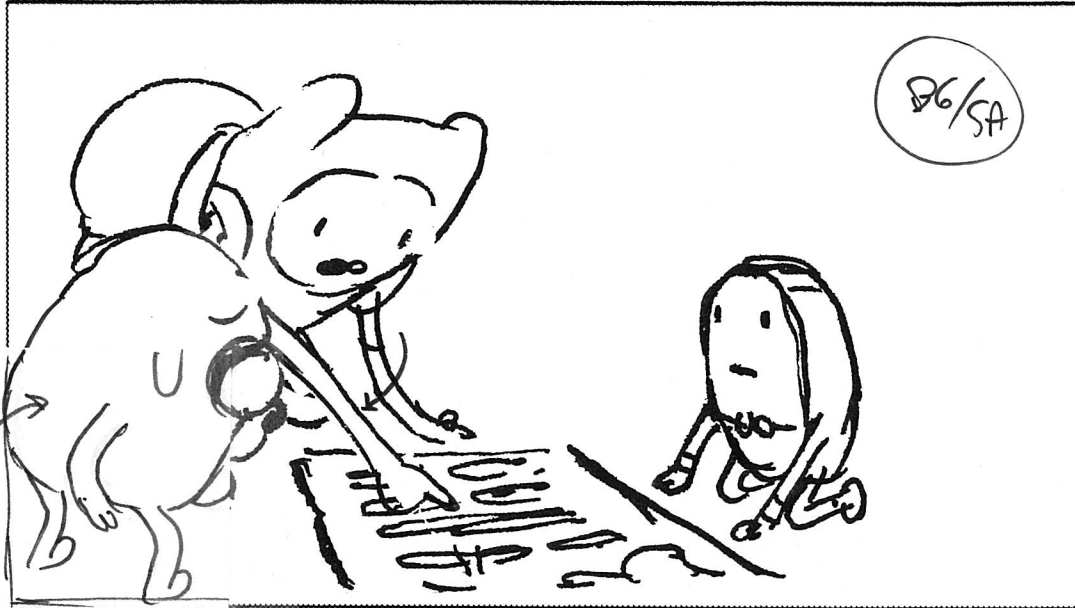
Production :

ADVENTURE TIME

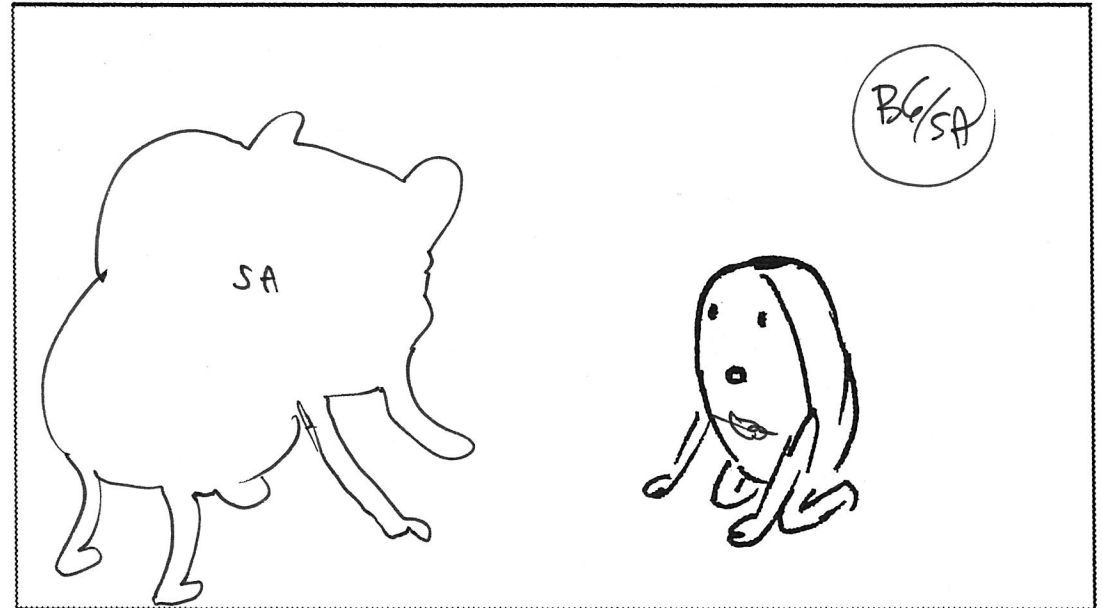


Page 214

Sc. 133 Pnl. B Bg. day night



Sc. 133 Pnl. C Bg. day night



Dialog:

(F.) And a stake boomerang...

(PEP.) Yes yes...

Action:

(1) Jake in, (2) Finn Speaks + moves arm

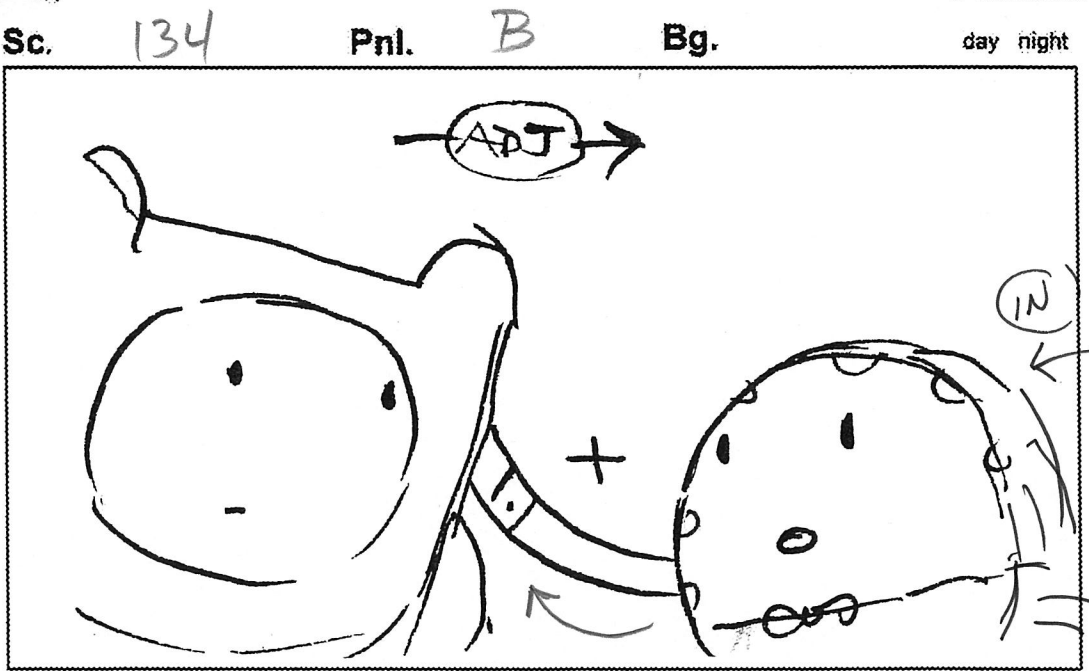
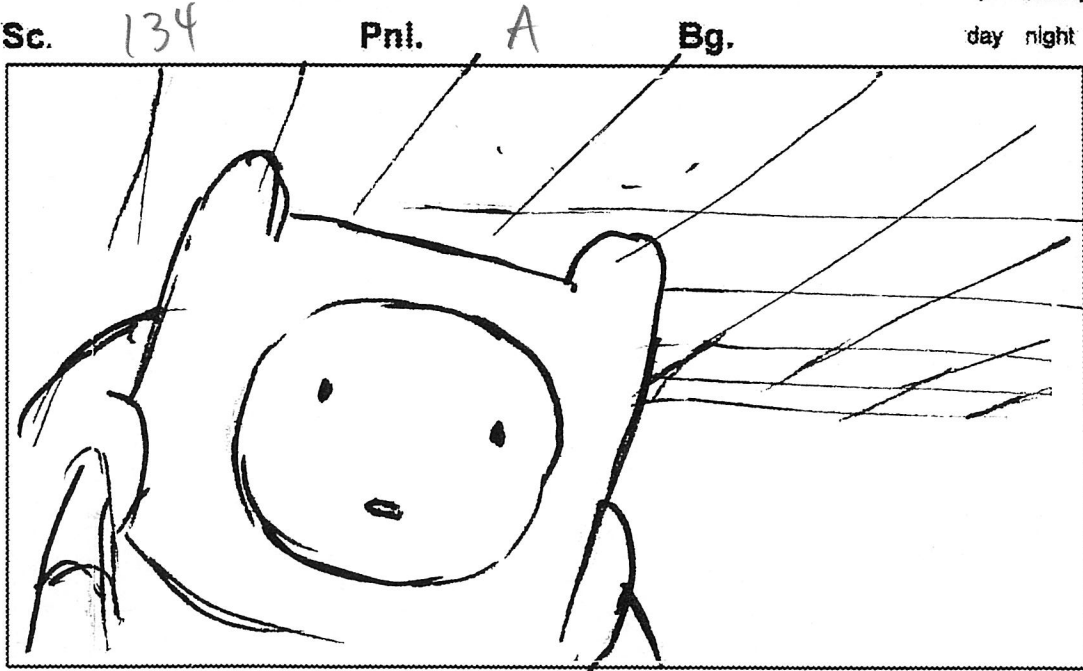
Timing:

planned

1034-214 # EPISODE

Production :

ADVENTURE TIME



Dialog:	<p>(PEP) And what's this behind your ear?</p> <p>- Pep Butler reaches behind finn's ear.</p>
Action:	
Timing:	

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1034-214
EPISODE #

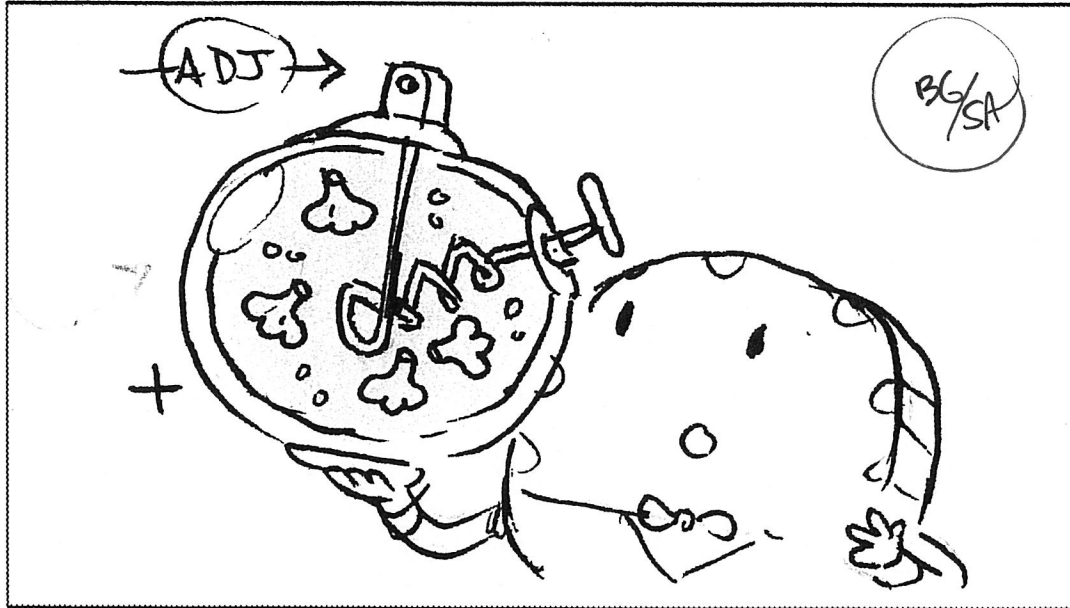
Production :

ADVENTURE TIME

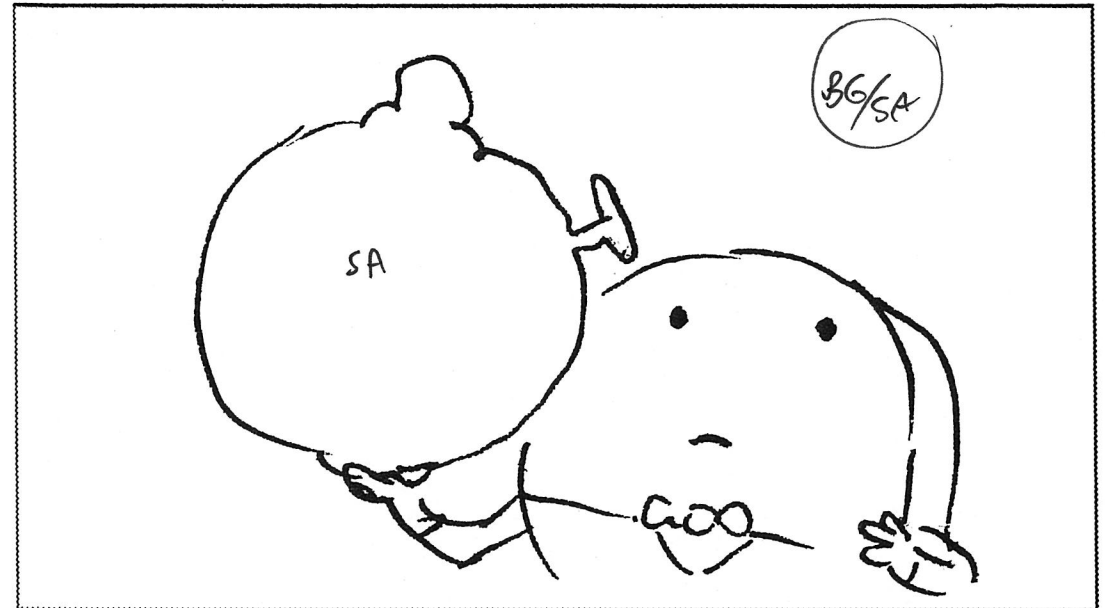


Page 216

Sc. 134 Pnl. C Bg. day night



Sc. 134 Pnl. D Bg. day night



Dialog:

(PEP: (exagg. amazement)

GASP a super
garlic bomb!

Action:

- Magically pulls garlic bomb from behind Finn's head.

Timing:

(PB) (CS) What the
heck Peps?

1034-214
EPISODE

Production :

ADVENTURE TIME

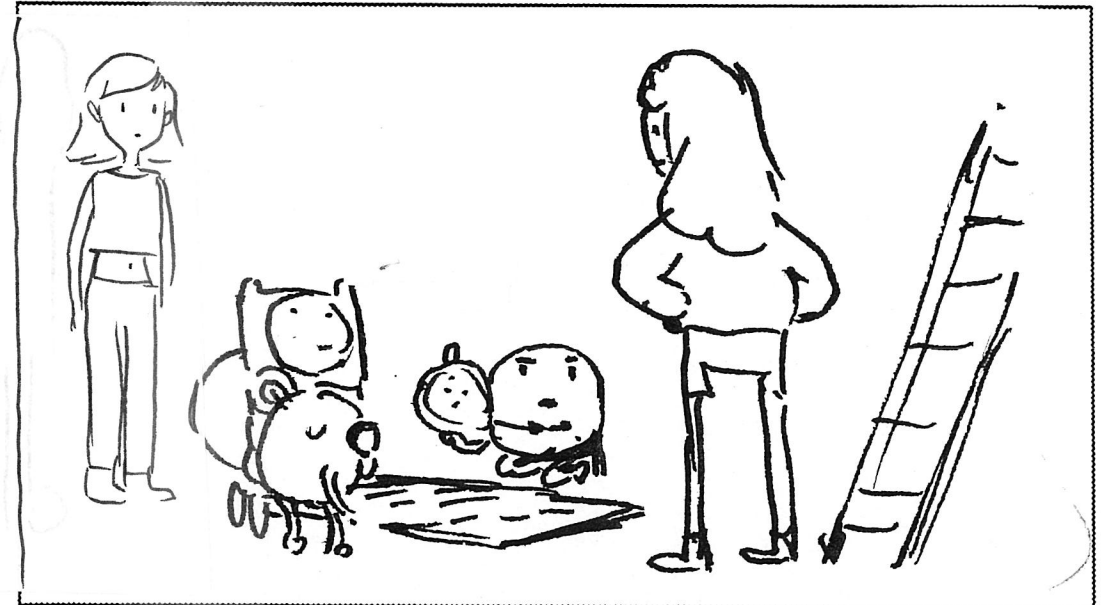


Page 217

Sc. 135 Pnl. A Bg. day night



Sc. 136 Pnl. A Bg. day night



Dialog:

(PB) why do you
have all this
vampire junk
lying around?

Action:

Timing:

throat clear
(PBUT) I have these
HIGH TECH WEAPONS
PAINSTAKINGLY STOCKPILED

in case a certain
frenemy of yours
decides to turn on
us someday.

1034-214 #EPISODE

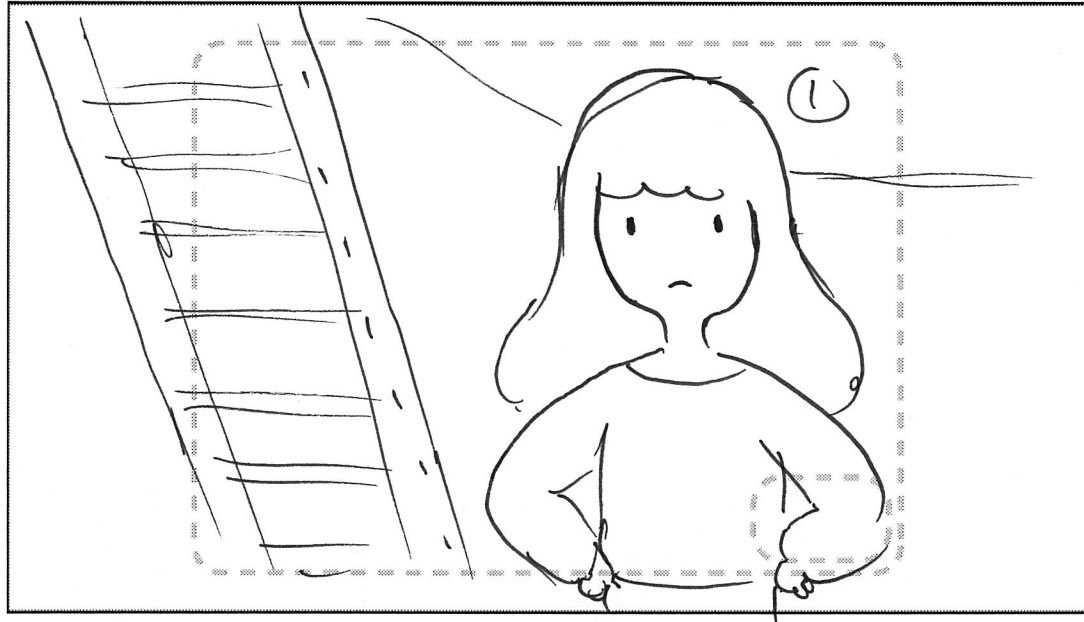
Production :

ADVENTURE TIME

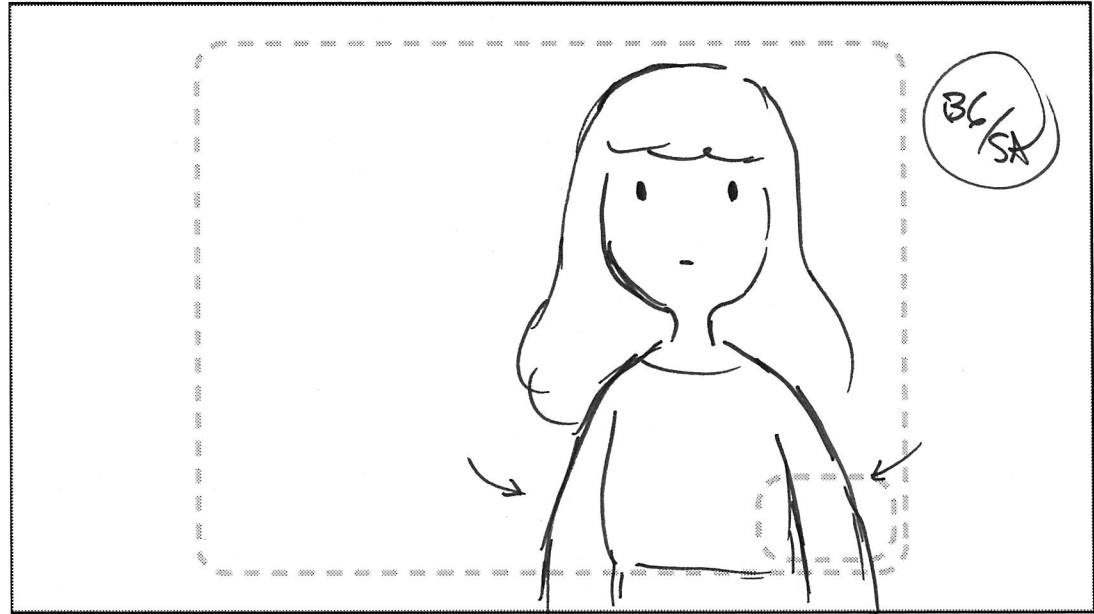


Page 218

Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:

PB 2 Peps!
(disbelief, like
"Peps, how could you!?")

Action:

Timing:



MAR OS No no, →

1034-214 # EPISODE

Production :

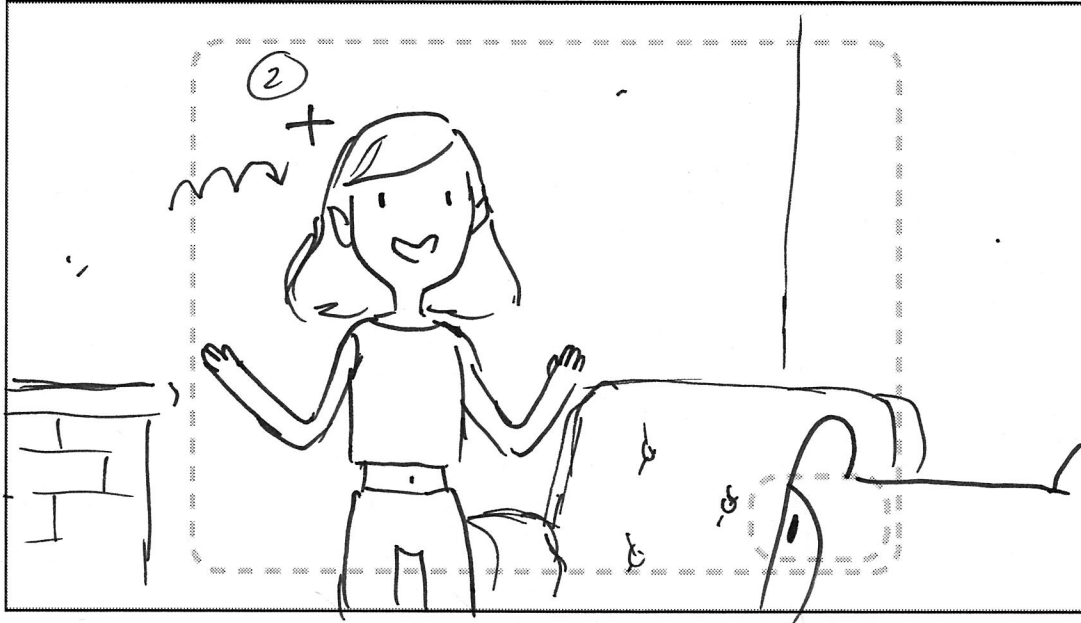
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ADVENTURE TIME

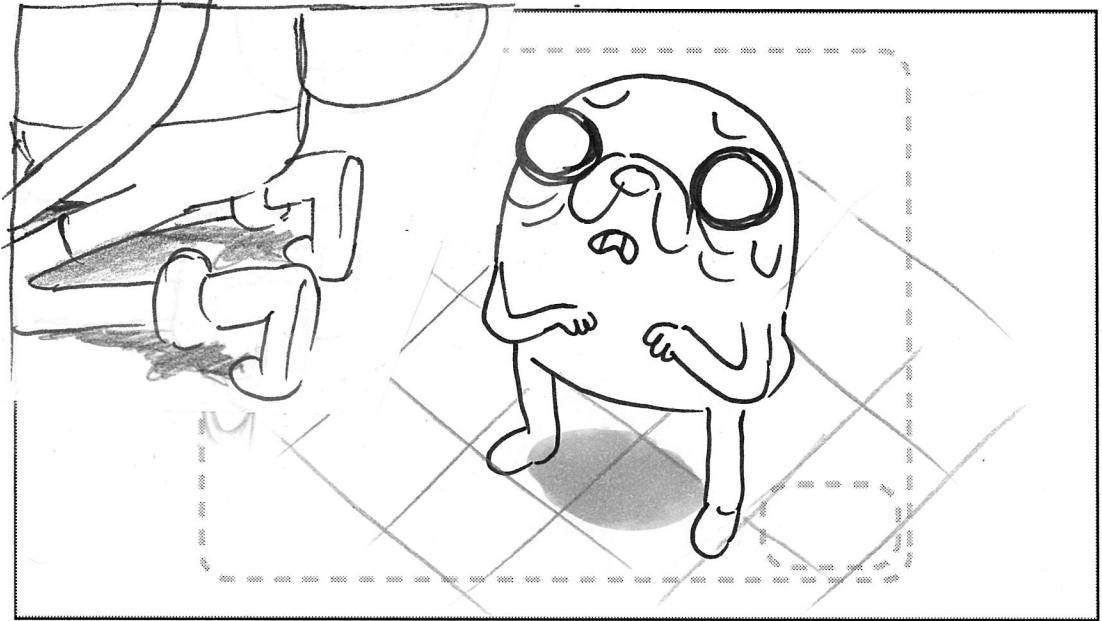


Page 219

Sc. 138 Pnl. A Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog:

MAR → he's right. →
(CONT.)

Action:

Timing:



MAR (cont) → I could've
snapped and done you all
in at any time.

1034-214
EPISODE

Production :

ADVENTURE TIME



Page 220

Sc.

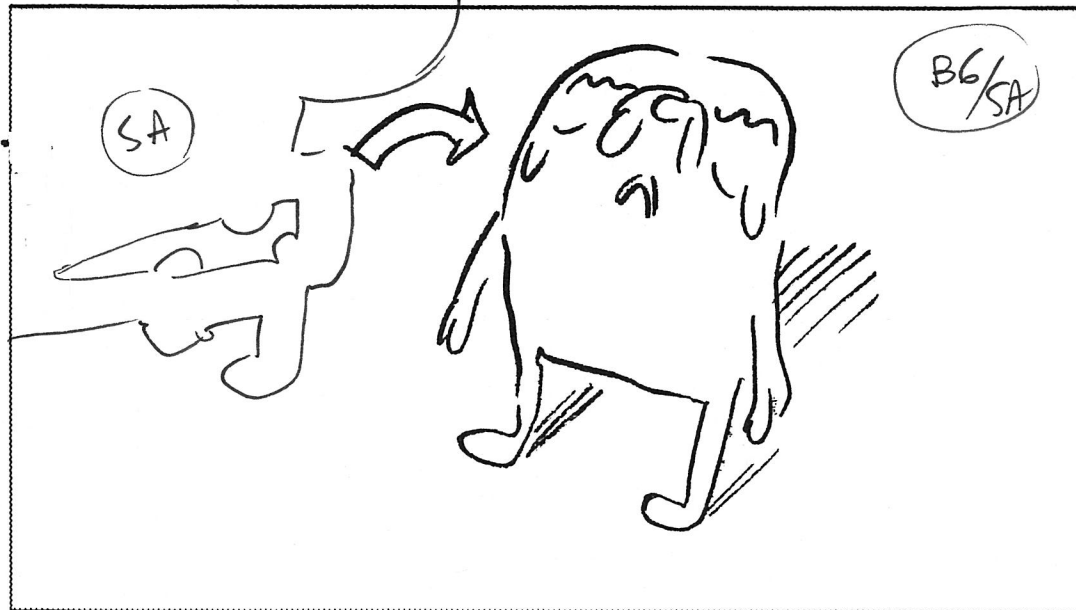
139

Pnl.

B

Bg.

day night



Sc.

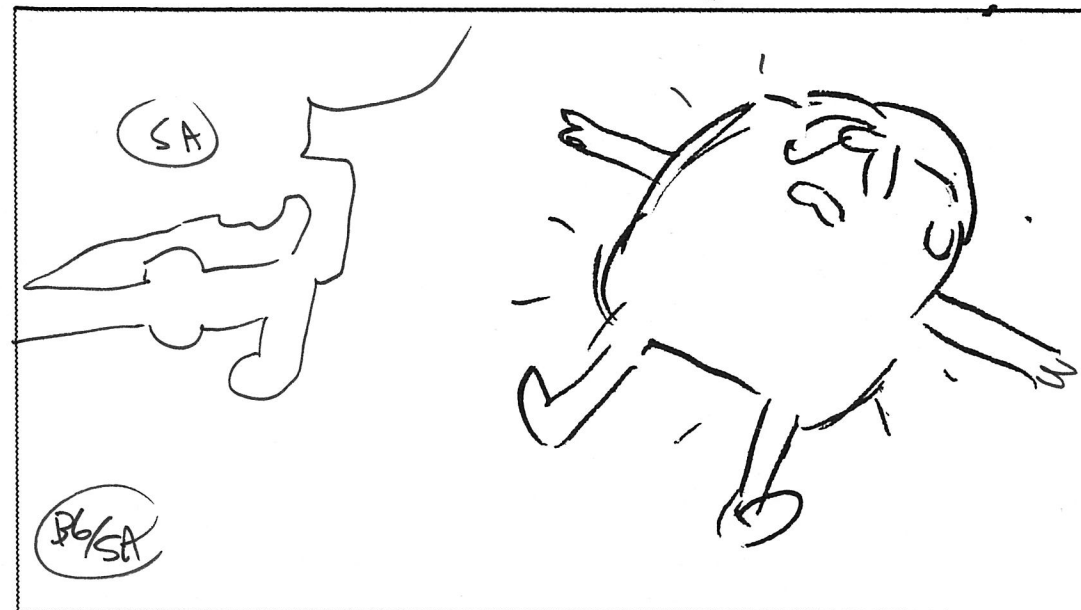
139

Pnl.

C

Bg.

day night



Dialog:

(J) * silly swoon noise *

(1) SFX: WHAM

(2) (M) (OS) * giggle *

Action:

- Jake faints from fright.

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



Page 221

Sc.	Pnl.	Bg.	day	night
<div>WIPE/FADE TO BLACK</div>				

Sc.	Pnl.	Bg.	day	night
<div>BLACK</div>				

Dialog:

Action:

Timing:

1034-214

EPISODE #

Production :

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ADVENTURE TIME



Page 222

Sc.

140

Pnl.

A

Bg.

day night

Sc.

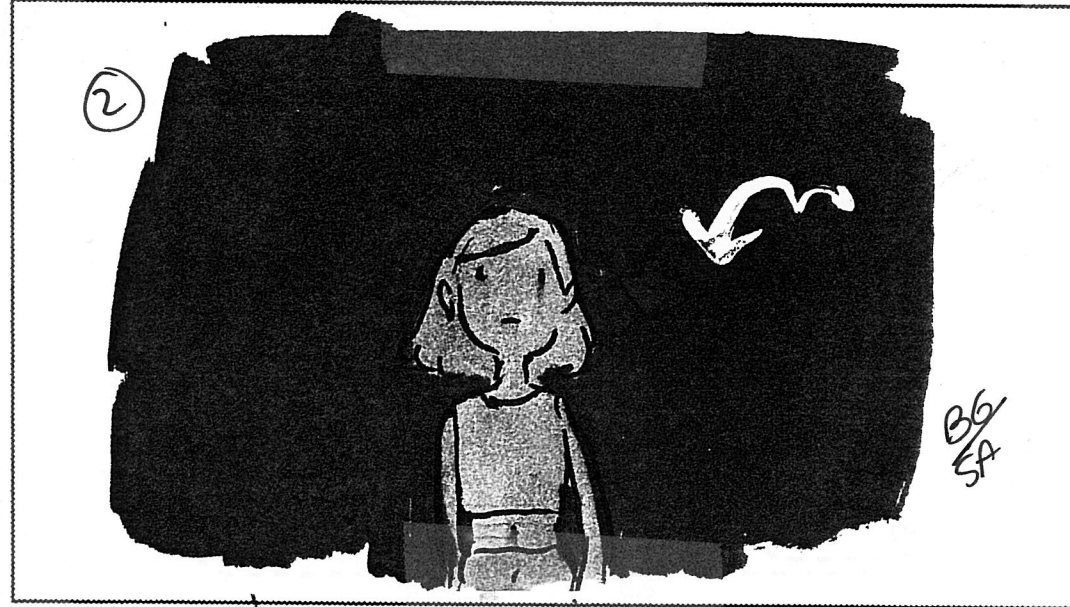
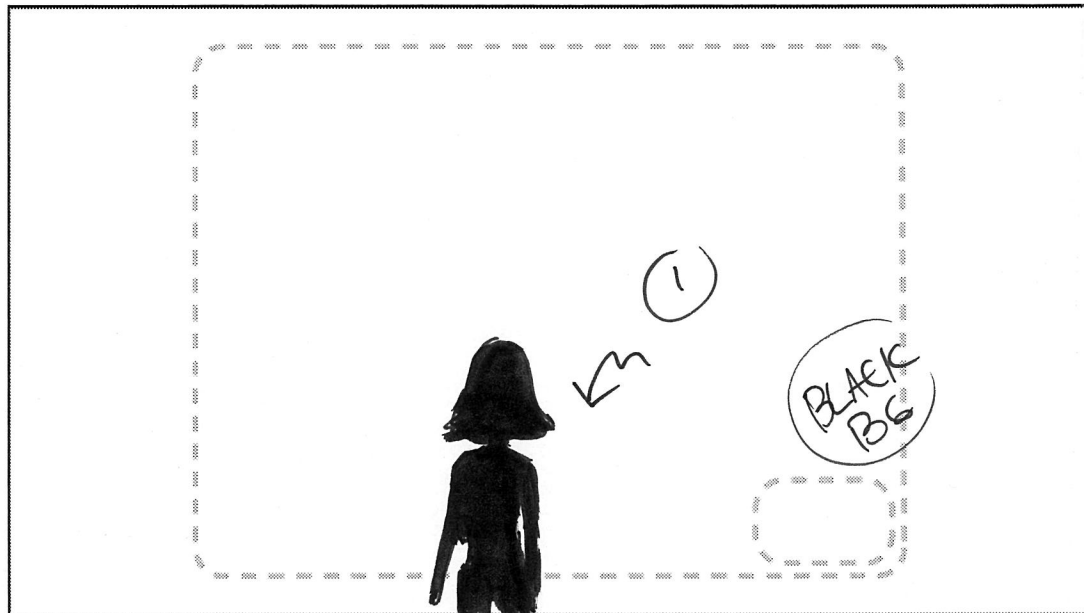
140

Pnl.

B

Bg.

day night



Dialog:

Action:

- Marceline walks out of the darkness, gradually becoming visible as she moves forward.

Timing:

1034-214
EPISODE #

Production :

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ADVENTURE TIME



Page 223

Sc. 140 Pnl. C Bg. day night



Sc. 140 Pnl. D Bg. day night



Dialog:

(M:) → The cave is totally empty.

Action:

Timing:

1034-214

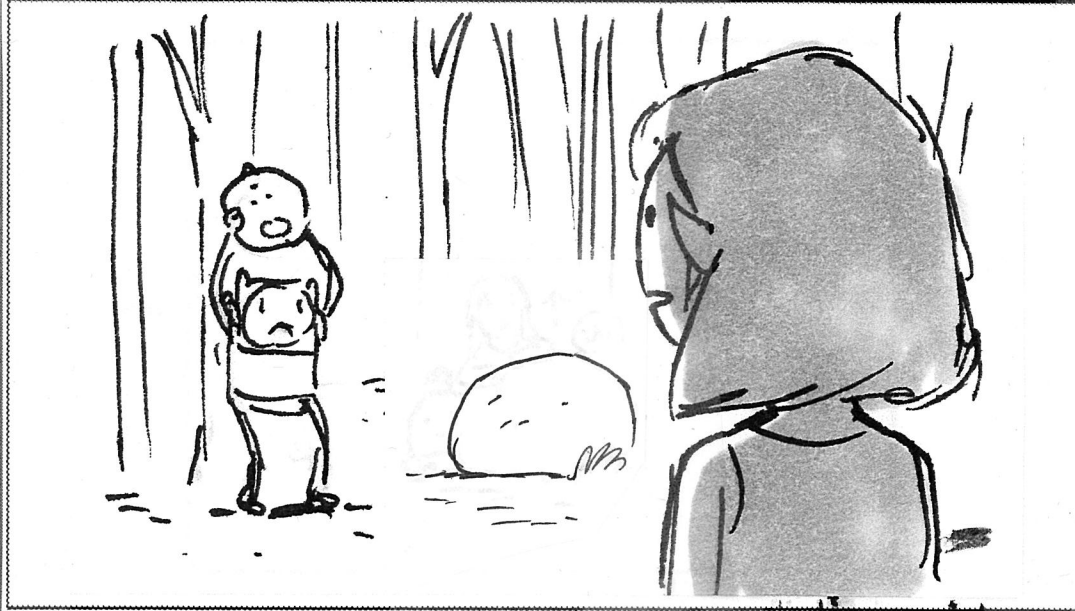
EPISODE #

Production :

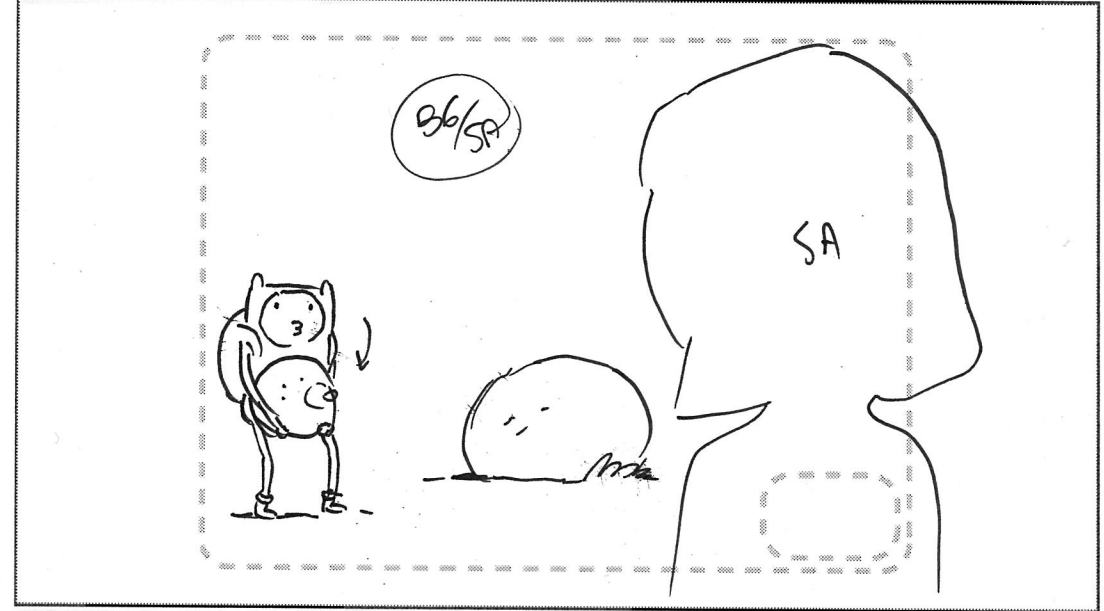
ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog:

(M.) No sign of anyone.

(FINN) * phew *

Action: - Finn holds bomb up, ready to attack.

Timing:



- Relieved, Finn lowers bomb.

1034-214

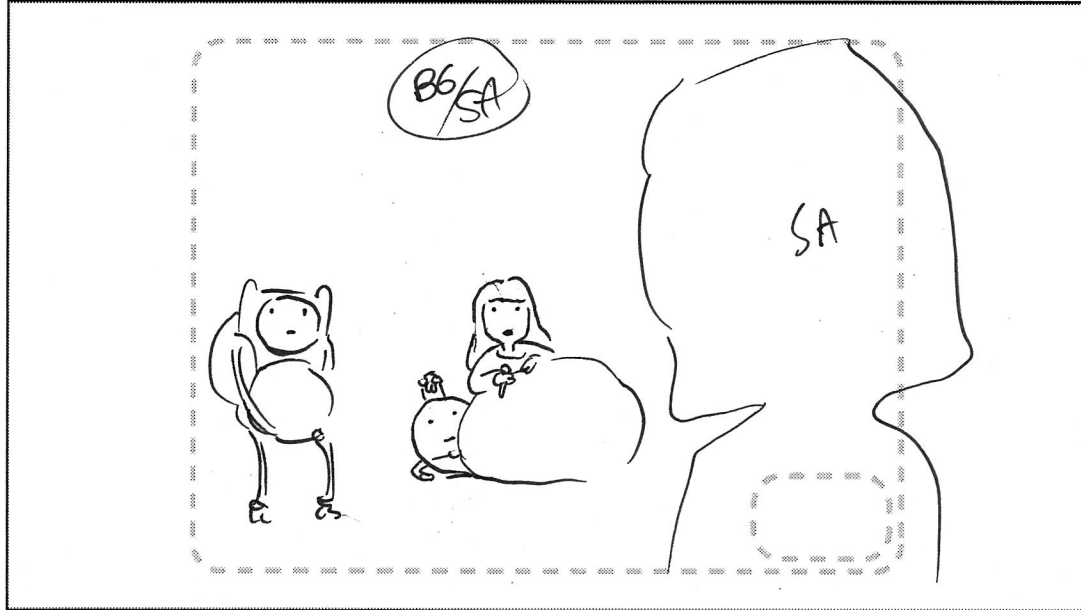
EPISODE #

Production :

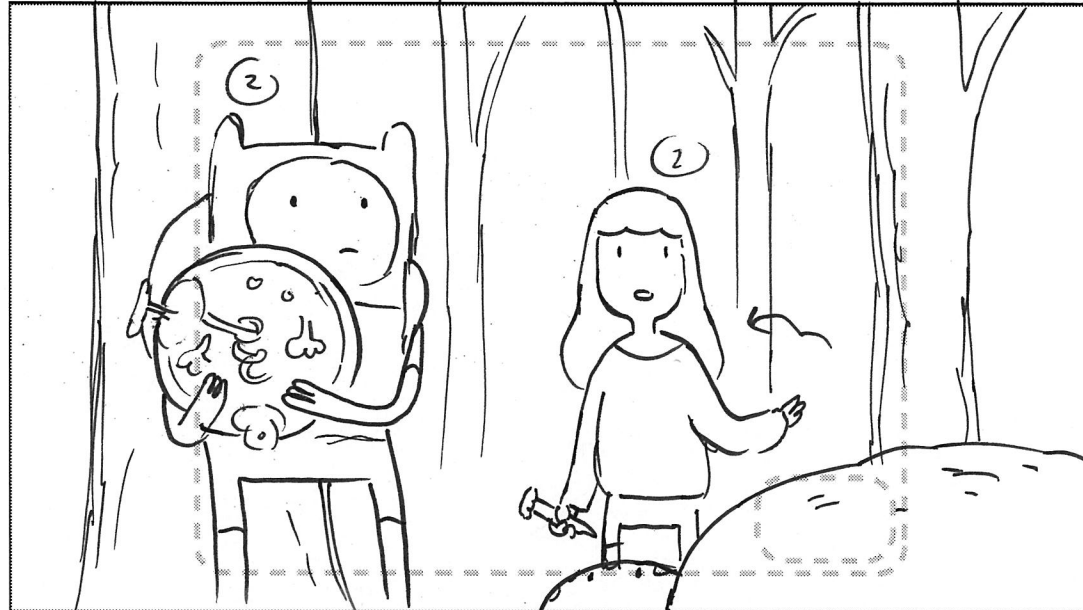
ADVENTURE TIME



Sc. 141 Pnl. C Bg. day night



Sc. 142 Pnl. A Bg. day night



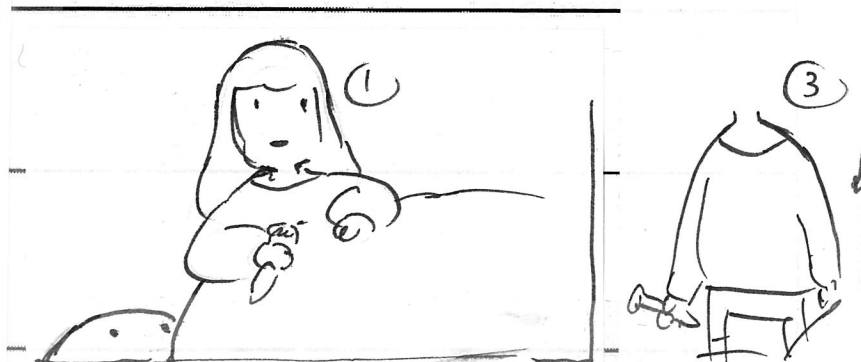
Dialog: (PB) Nuthin' goin on out here either. (2)

Action:

Timing:



(PB) Maybe we should all fan out; ... look for tracks...

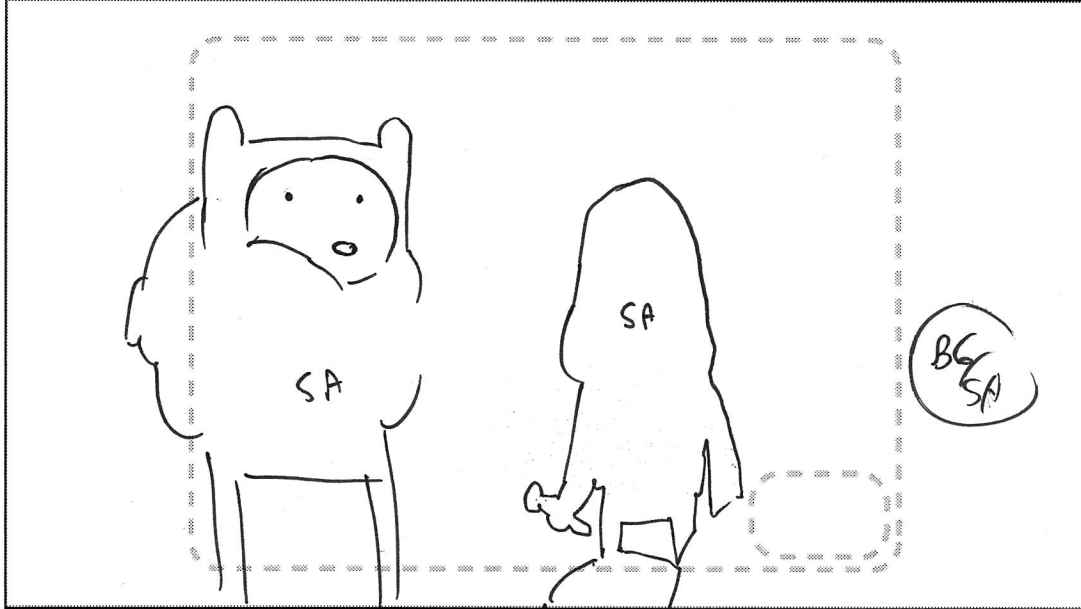


1034-214 # EPISODE

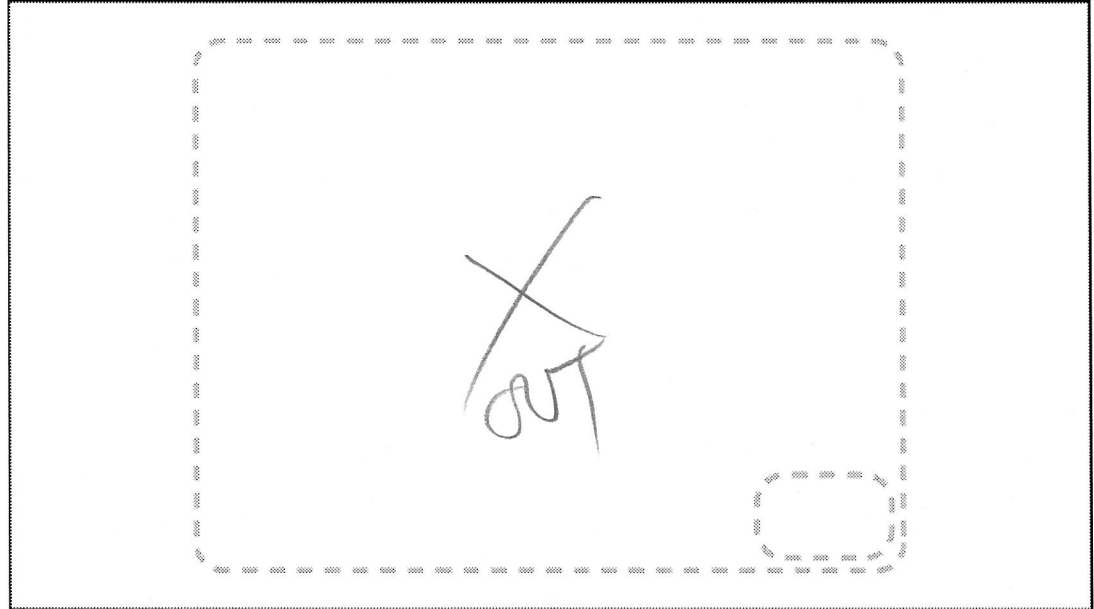
ADVENTURE TIME



Sc. 142 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

F: or clues...

Action:

Timing:

1034-214

EPISODE

Production :

ADVENTURE TIME



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Page

Sc. 143

Pnl. A

Bg.

day night



Sc. 143

Pnl. B

Bg.

day night



1034-214

#30033

Dialog:

(M): alright, but
everyone be
careful -

Action:

- Marceline
makes
kate chop
motions

Timing:



(M) even in their
mushy state
these guys'll
crack up ya
sacrum.



A B A B A B etc.

ADVENTURE TIME



Page 228

Sc.

143

Pnl.

C

Bg.

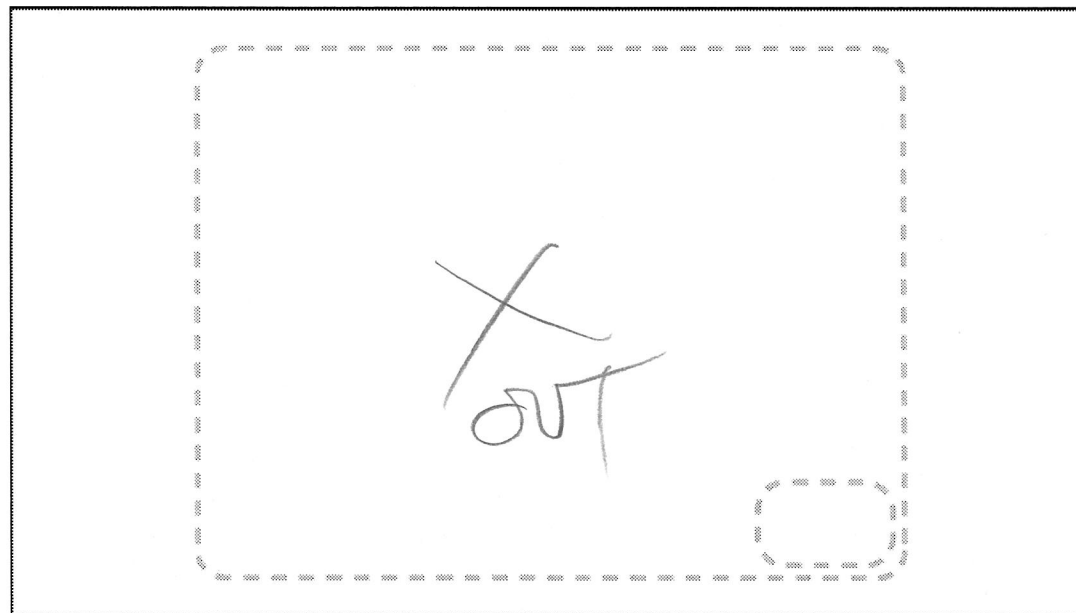
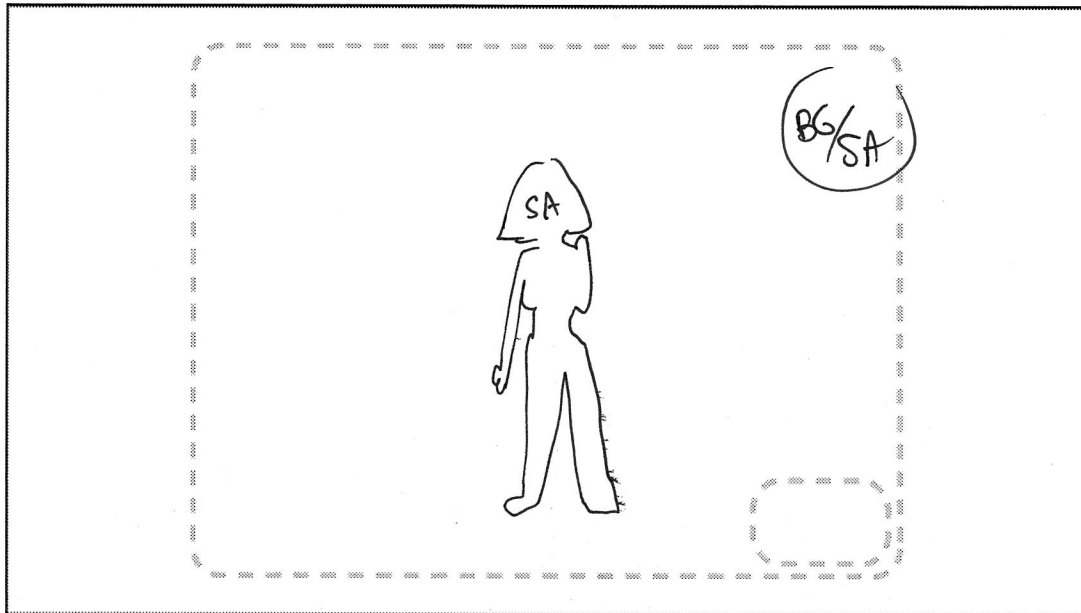
day night

Sc.

Pnl.

Bg.

day night



Dialog:

JAKE:

OS

Gross...

Action:

Timing:

1034-214
EPISODE #

Production :

ADVENTURE TIME

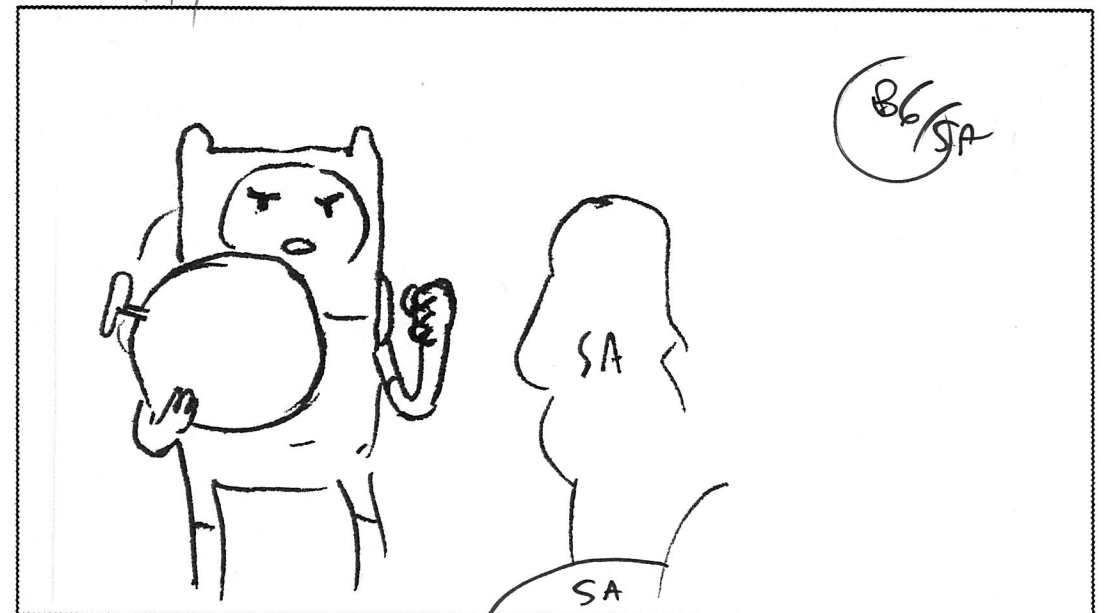


Page 229

Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:

(PB) Don't worry
about us
marceline.

Action:

Timing:



(F:) Yeah, we're
ready for
anything

1034-214

EPISODE

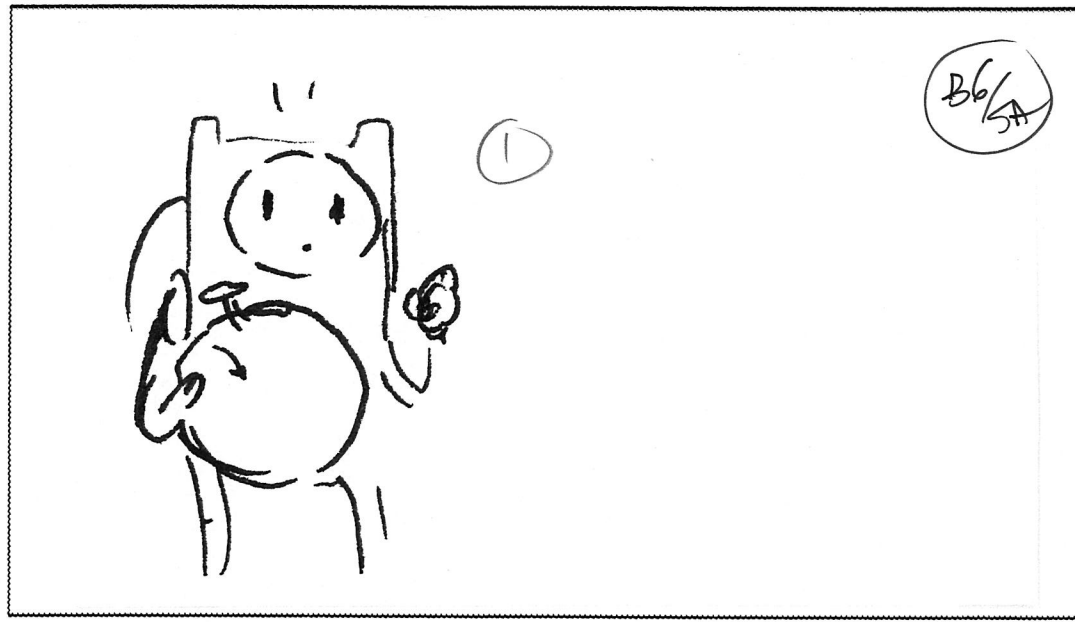
Production :

ADVENTURE TIME

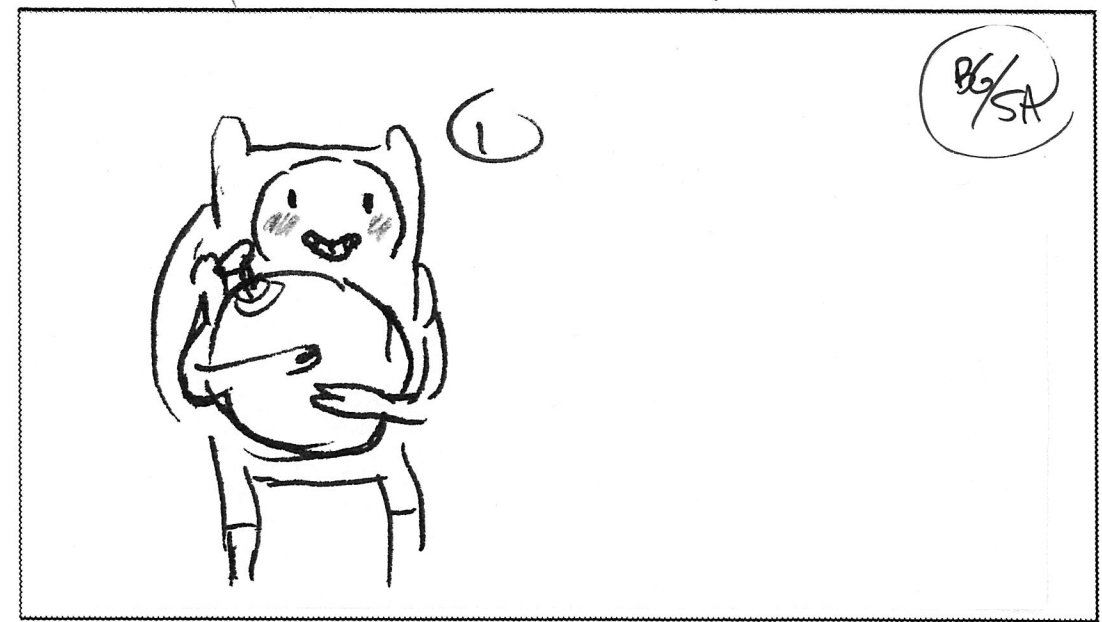




Page 230

Sc. 144 Pnl. C Bg. day night



Sc. 144 Pnl. D Bg. day night



Dialog	
Action	<p>(F.)^① eh keh keh</p> <p>(2) eh h h h h h h...</p>
Timing	<p>(2) </p> <p>- when Finn moves his hand away, garlic bomb starts to slip & fall towards ground. Frantically, Finn tries to catch it.</p>

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1034-214 # EPISODE

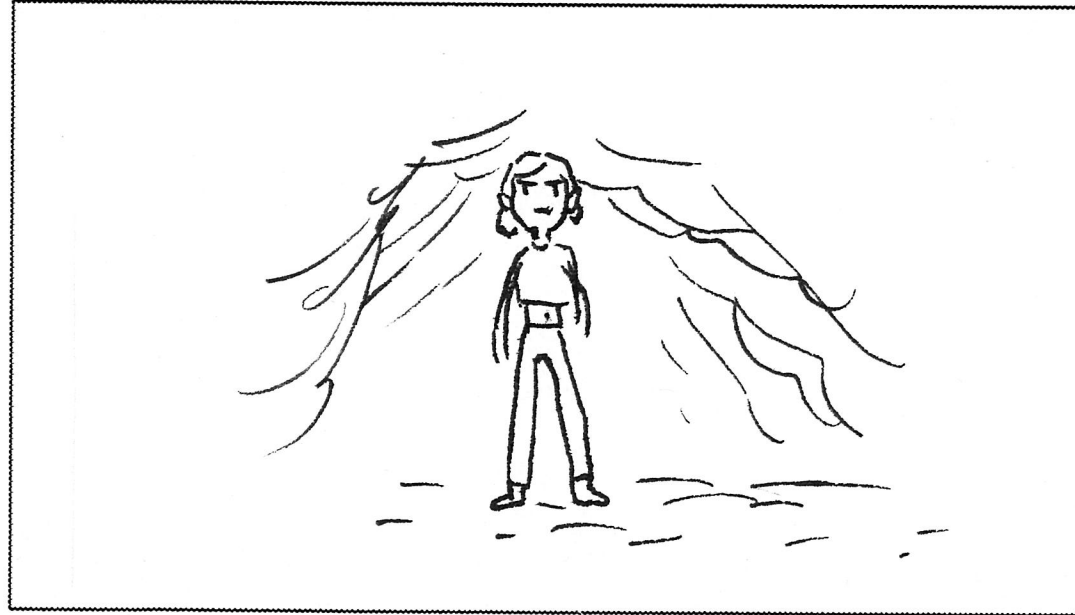
Production :

ADVENTURE TIME

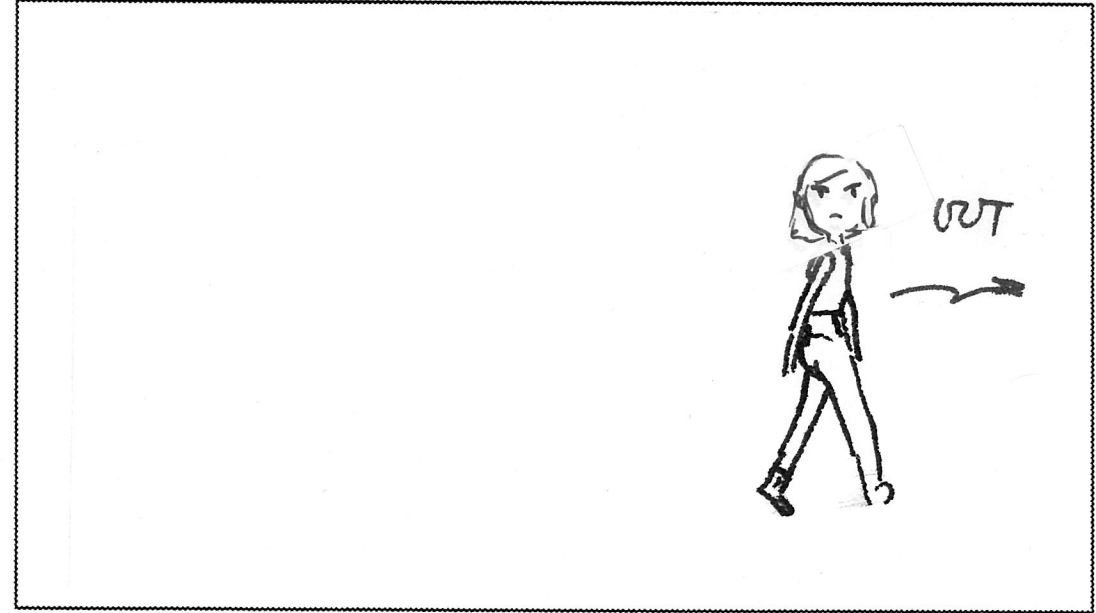


Page 231

Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



Dialog:

Action:

- Marceline glowers at Finn as she walks off screen.

Timing:

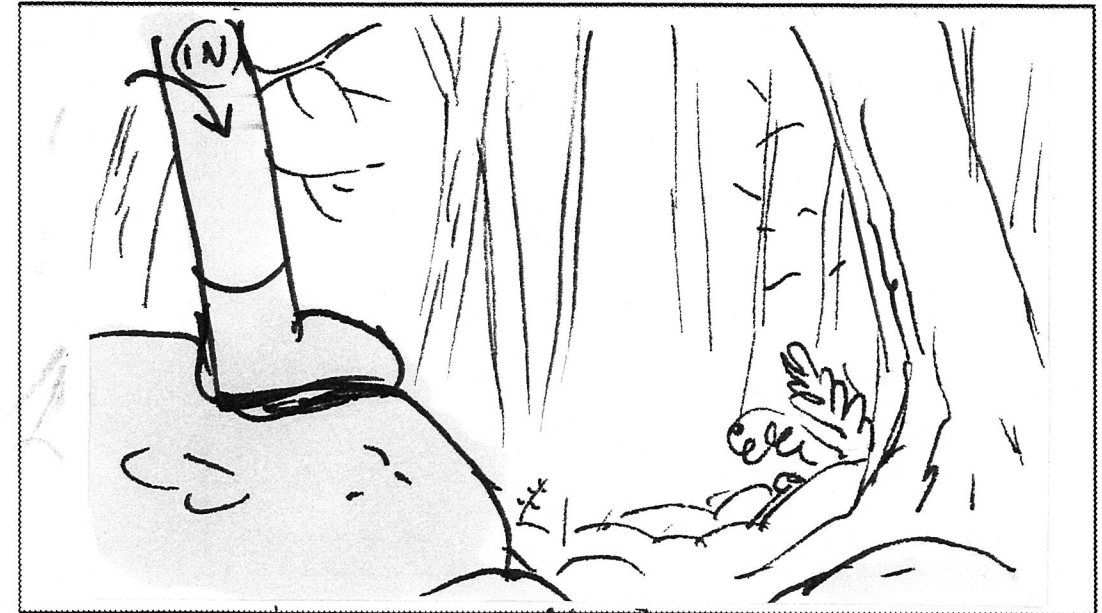
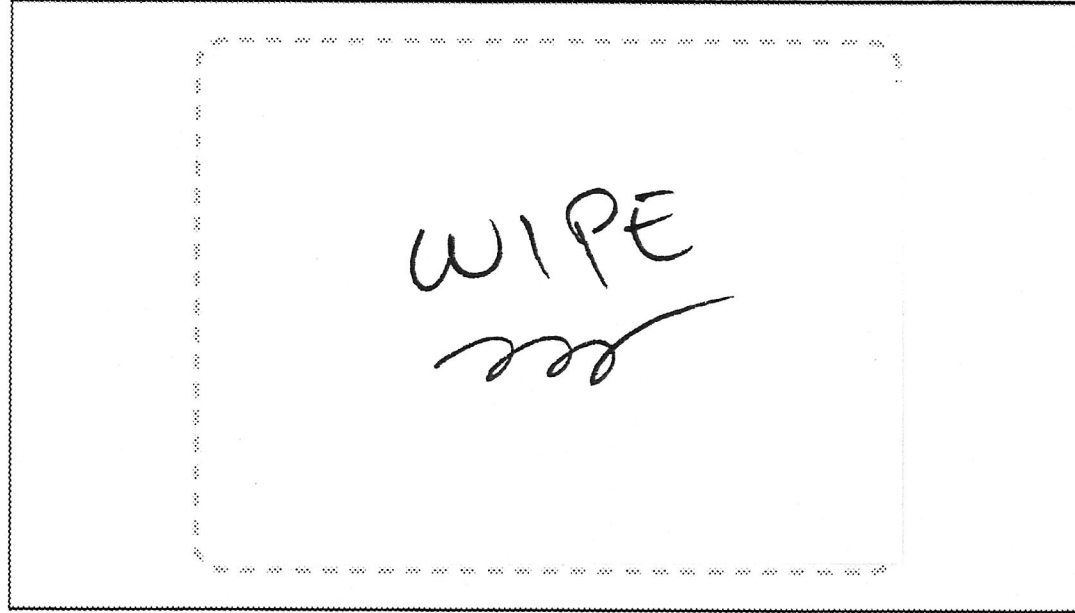
1034-214 # EPISODE

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 146 Pnl. A Bg. day night



Dialog:			
Action:			
Timing:			

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1034-214 # EPISODE

Production :

ADVENTURE TIME



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Sc. 146

Pnl. B

Bg.

day night

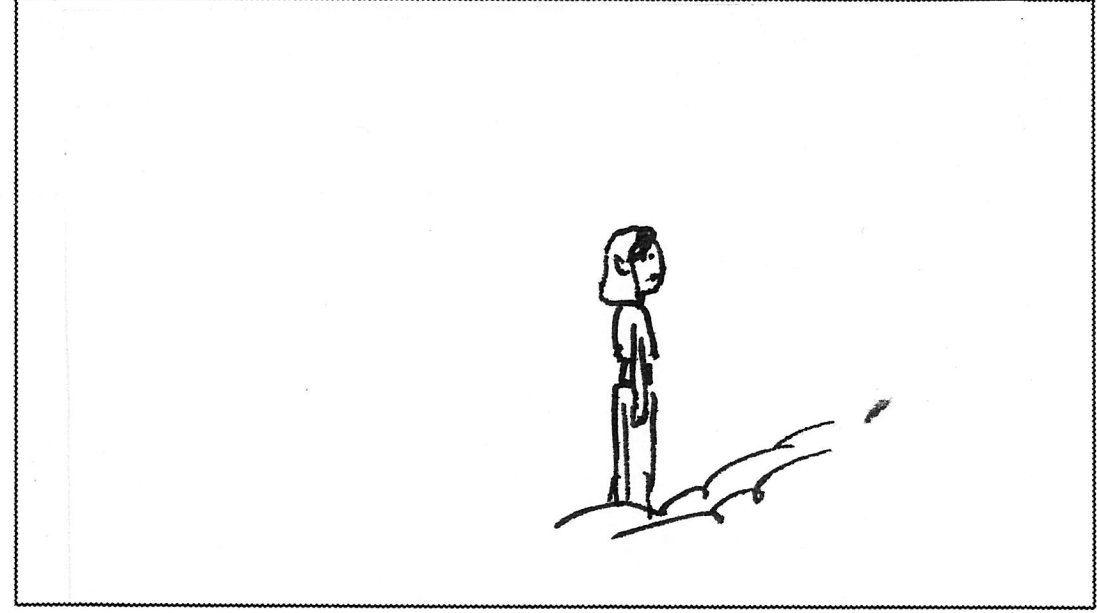


Sc. 146

Pnl. C

Bg.

day night



Dialog:

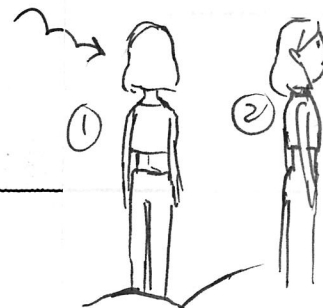
(M): * sniff sniff *

(M): can't smell
nuthin' no more.

Action:

- Marceline stops to
sniff the air.

Timing:



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EPISODE

Production :

ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night

Sc. 147 Pnl. B Bg. day night

Dialog:

Action:

Timing:

(SFX:) = WHAM =

- Marceline collides with invisible forcefield.

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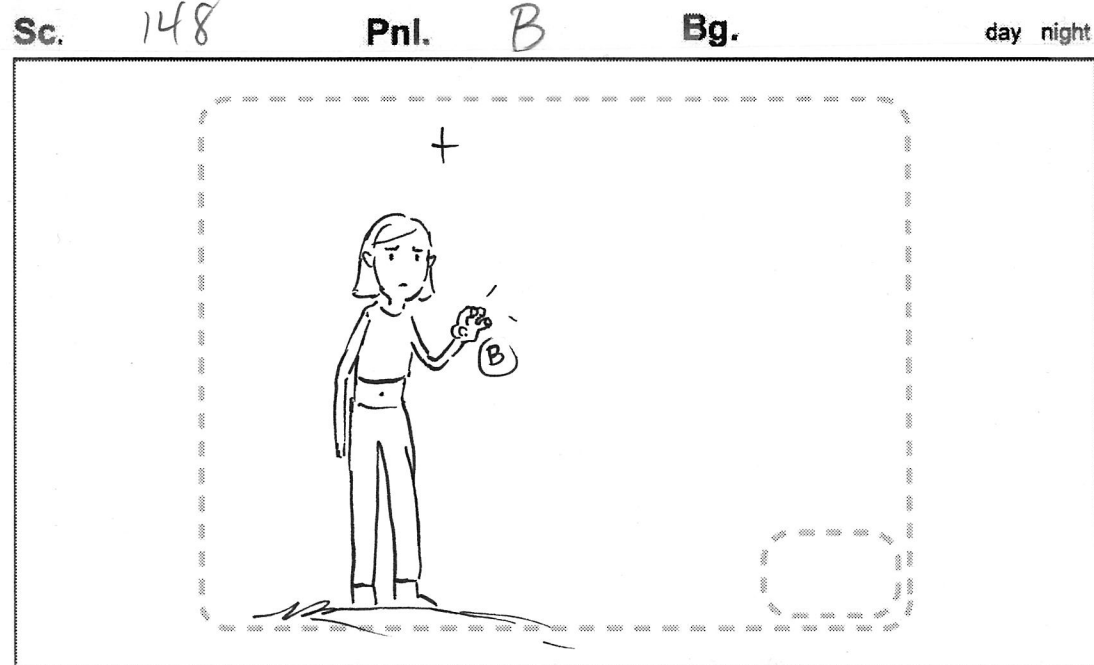
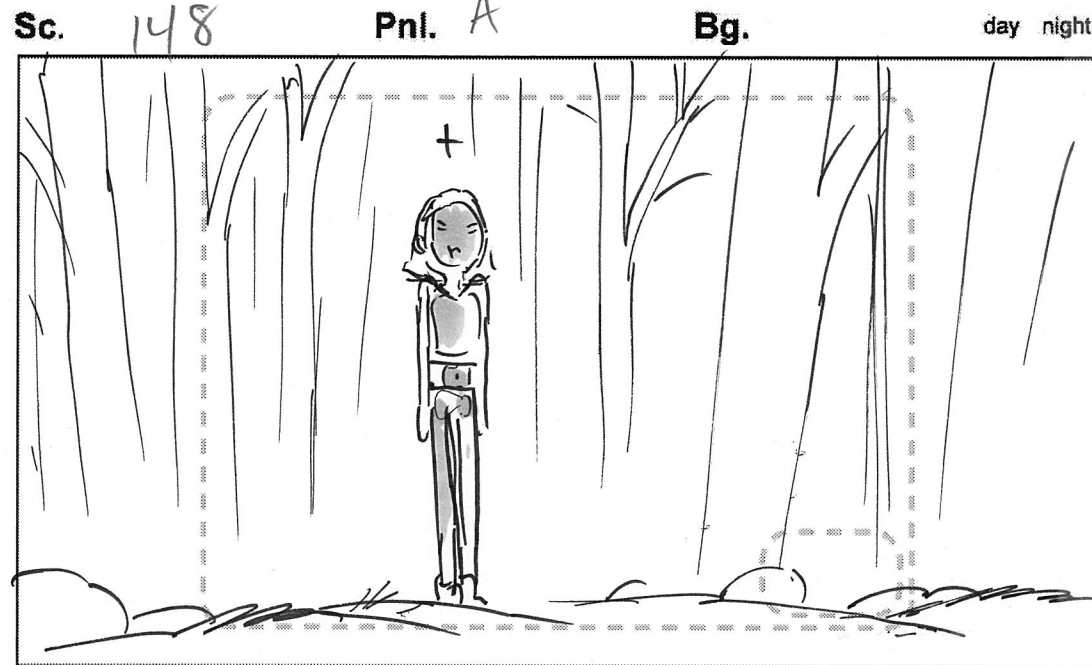
1034-214 #EPISODE

Production :

ADVENTURE TIME



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Dialog:	(M.) ah - (wincing)				
Action:					
Timing:					

(A) (B) (A) (B) (C)
- Marceline taps at forcefield

1034-214 EPISODE #

Production :

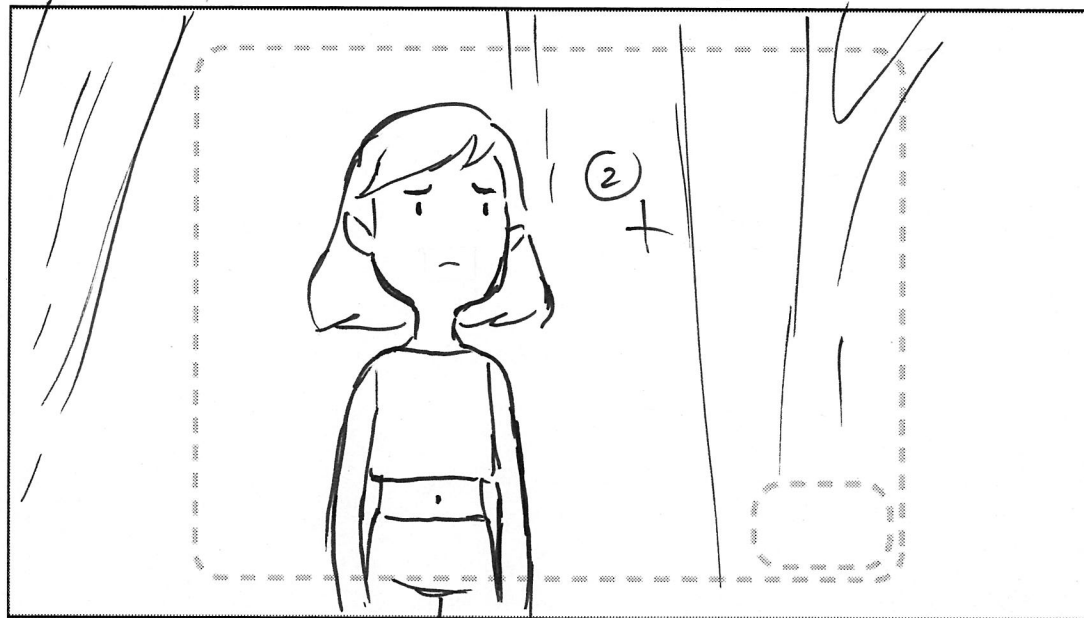
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ADVENTURE TIME

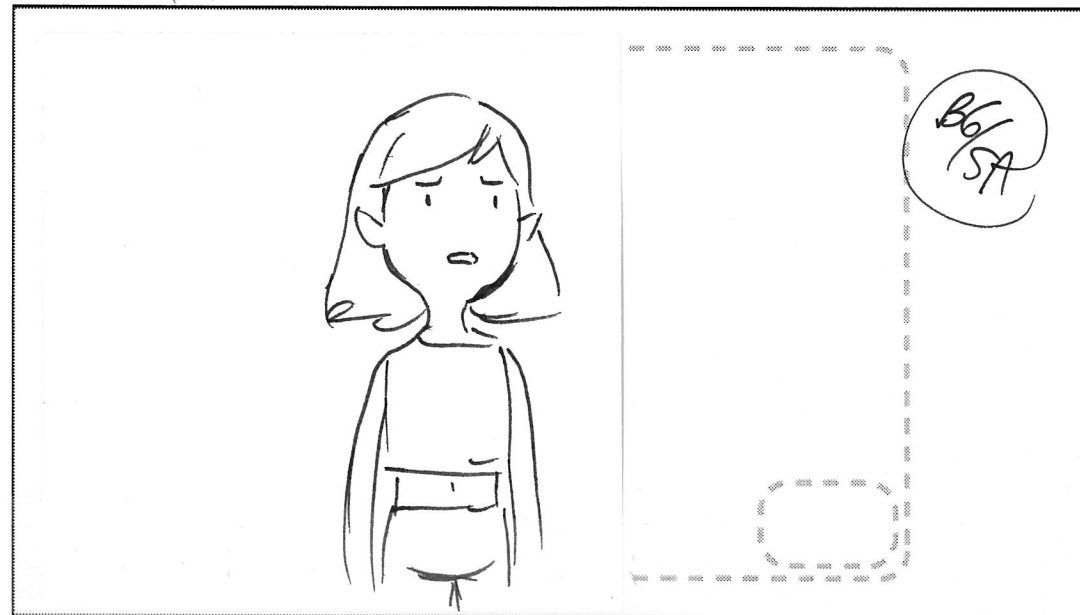


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Sc. 149 Pnl. A Bg. day night



Sc. 149 Pnl. B Bg. day night



Dialog:

BEAT

Action:

Timing:



(M:) crud.

Production :

EPISODE #

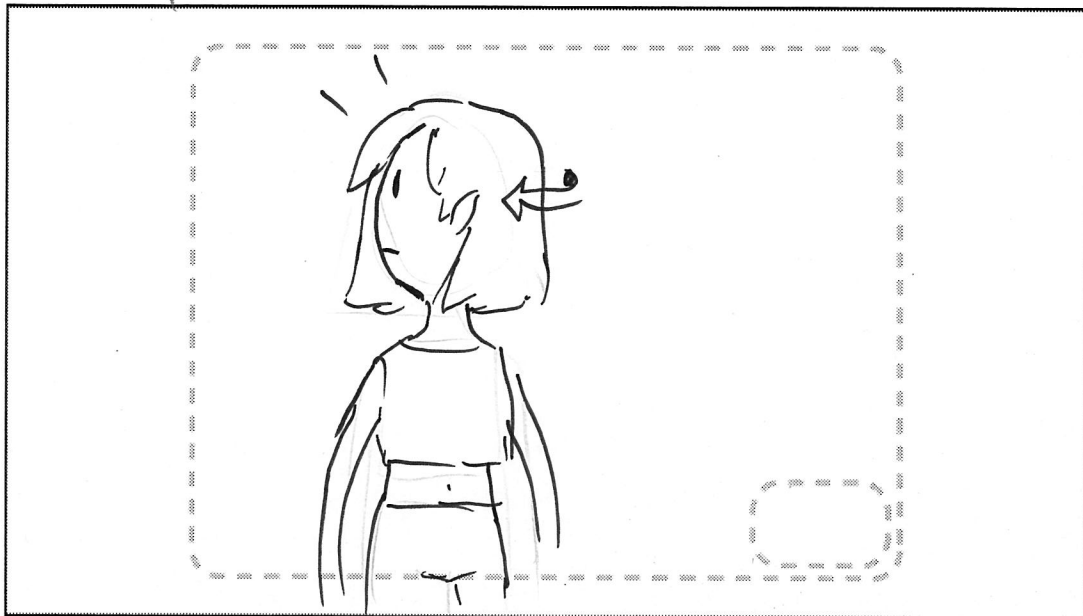
1034-214

ADVENTURE TIME

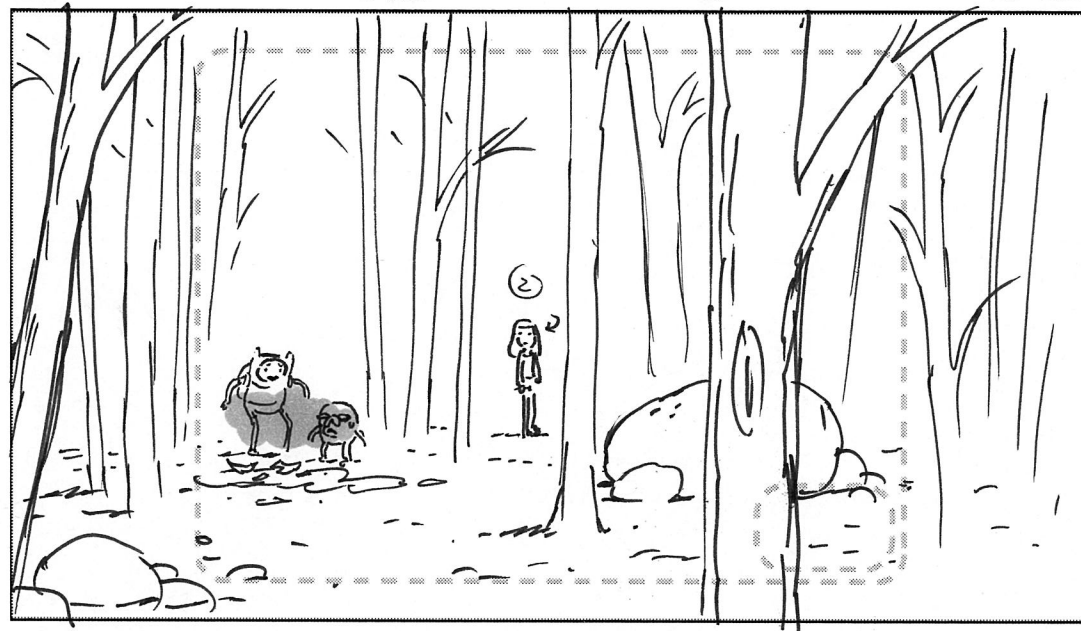


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Sc. 149 Pnl. C Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:

(SFX): GLASS SHATTERING
" " " " " "

(F:) hsho - whoops...

(J) * coughing - escalates into gagging *

Action:

- Marceline is startled by the sound of glass shattering.

- GARLIC STINK CLOUD FORMS AND SLOWLY RISES
- Jake coughs then starts to gag.

Timing:



1034-214

EPISODE

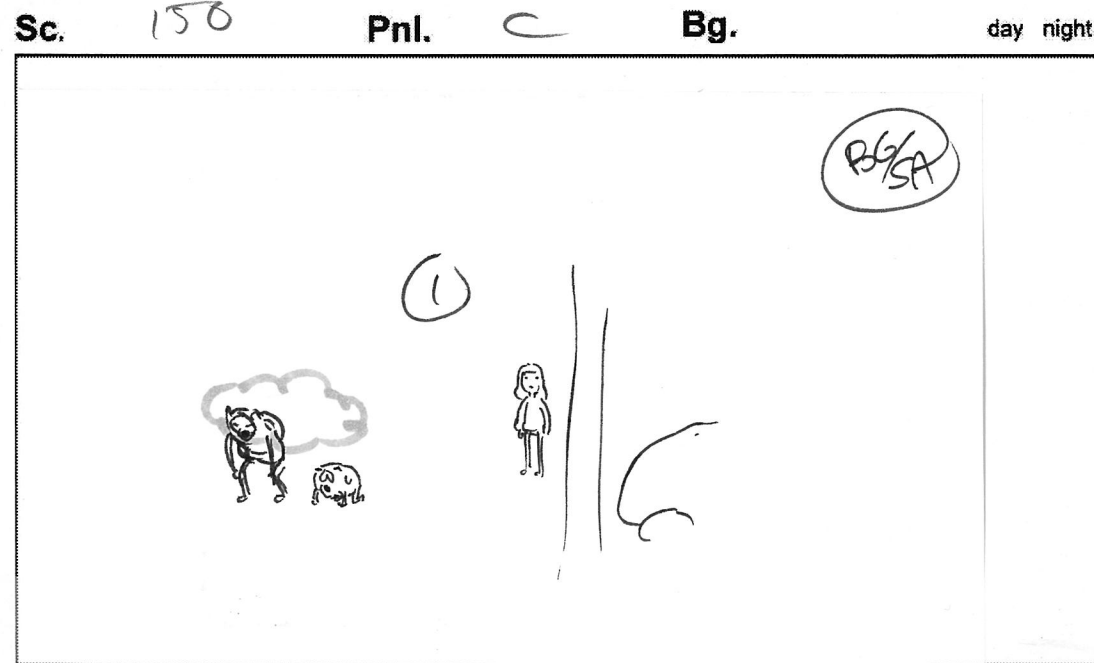
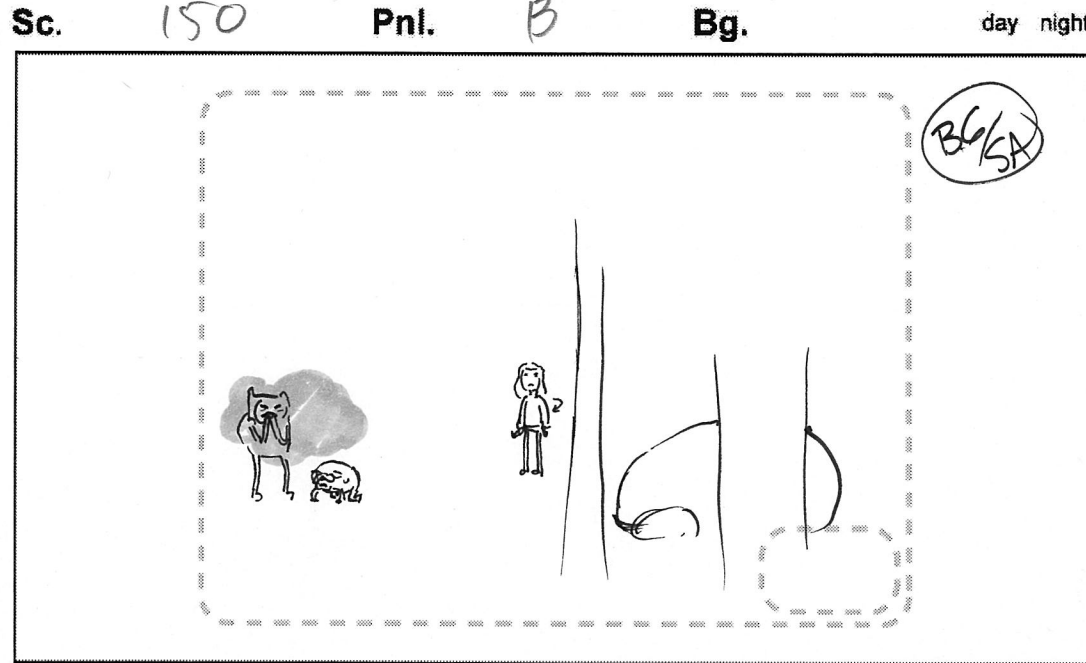
Production :

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ADVENTURE TIME



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Dialog:

(JAKE): *Dry-heaving* →

(PEP. B): Oh no my bomb!

(FINN): *coughing → into dry heaving* →

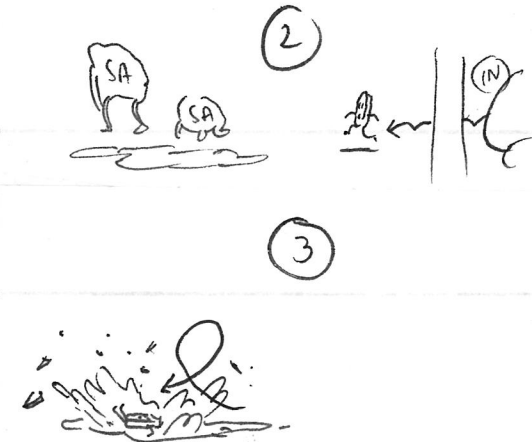
Action:

- Jake gags

- Finn coughs then also starts gagging.

- P. Butler runs in,
then slips in
Garlic slime, backflips,
and lands with a splash
in the slime, spraying
Finn & Jake.

Timing:



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Production :

ADVENTURE TIME



Page 239

Sc. 150 Pnl. D Bg. day night

Sc. 150 Pnl. E Bg. day night

Dialog:	(PEP) *gagging*	<p>(M:) Hey - guys - this is going nowhere.</p>
Action:	(P.B.) *giggles*	
Timing:	- P.B. giggles	

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EPISODE #

Production :

ADVENTURE TIME

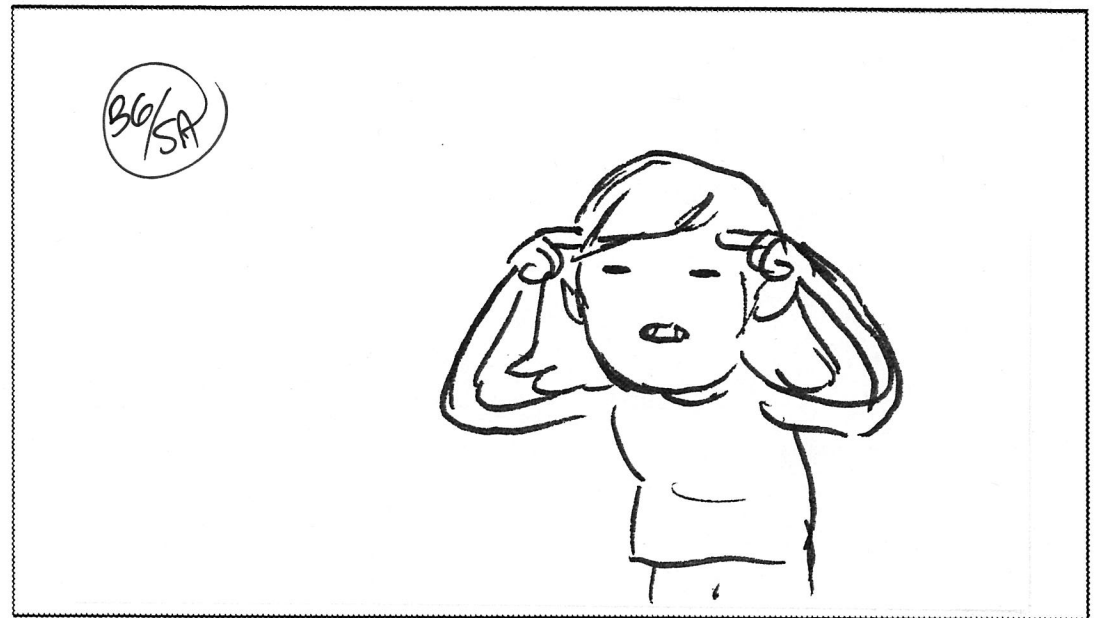


Page 240

Sc. 151 Pnl. A Bg. day night



Sc. 151 Pnl. B Bg. day night



Dialog:	(M) → why don't y'all head back to the cabin		I'm gonna do some solo meditating on the suspects...	
Action:				
Timing:				

ADVENTURE TIME



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Sc. 151 Pnl. C Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog: (M)(cont) → try to put together a profile, y'know... forensically.

(PB) Okay Marceline, sounds good

Action:

Timing:



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EPISODE #

Production :

ADVENTURE TIME

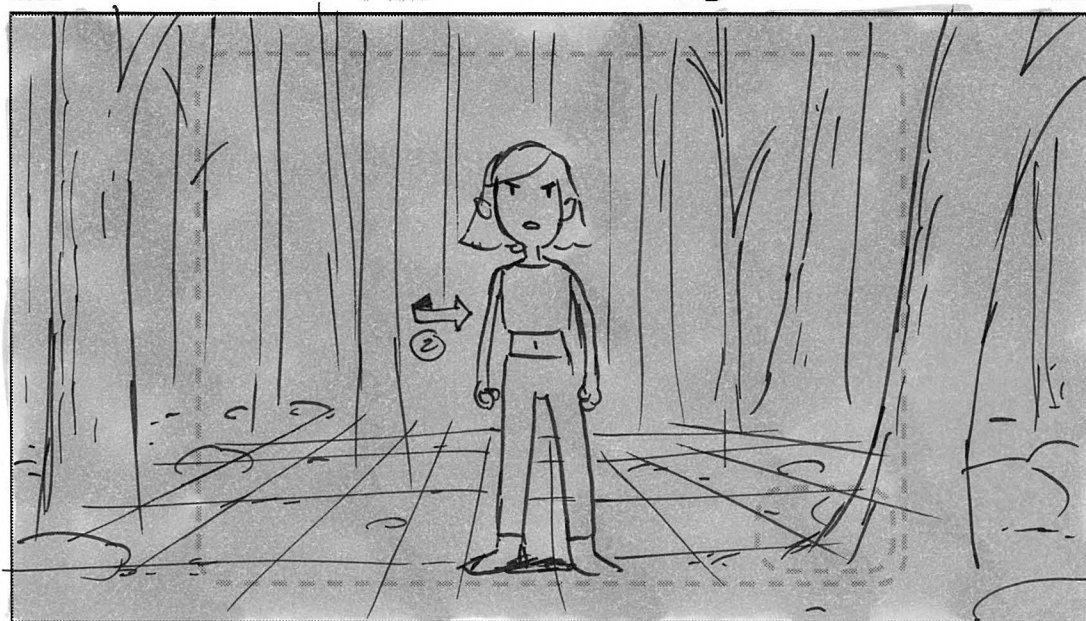


Page 242

Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night



Dialog:

(P.B.) (OS) c'mon boys, let's get you cleaned up..
okay, up we go... [boys groan] good good,
c'mon now, good... (fades out)

(BOYS) * various groans + moans *

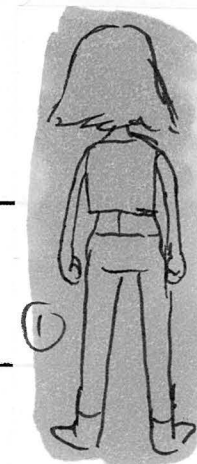
(M:) I know you're in there...
you skunk.

Action:

- This scene, from Vampire King's POV,
is in night colors. VK has enclosed
himself in an invisible forcefield

Timing:

that blocks light, like sunglasses.



1034-214 # EPISODE

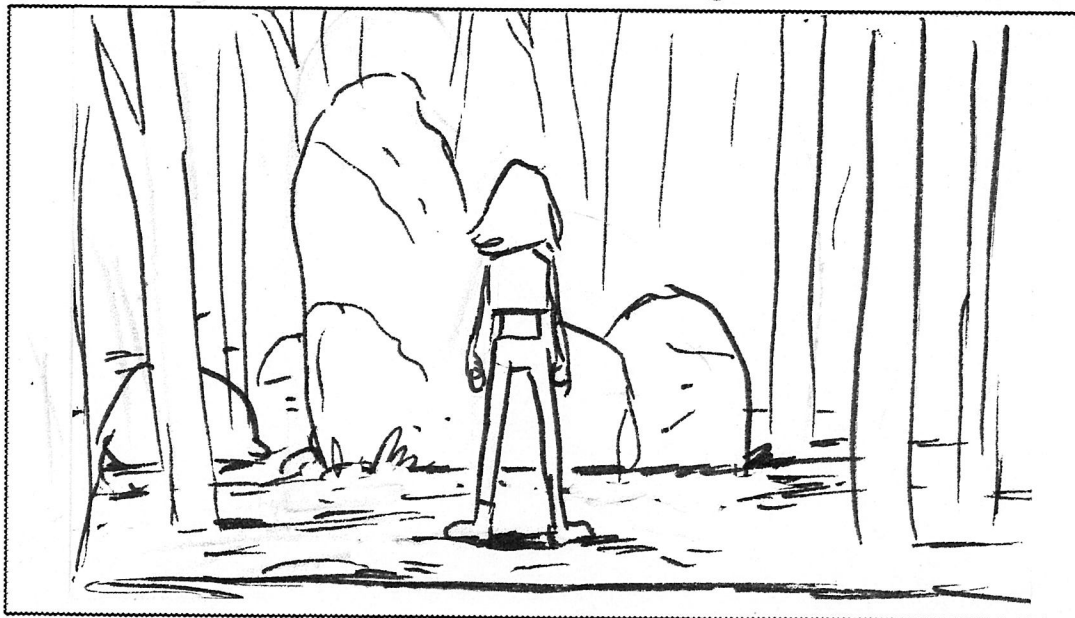
Production :

ADVENTURE TIME

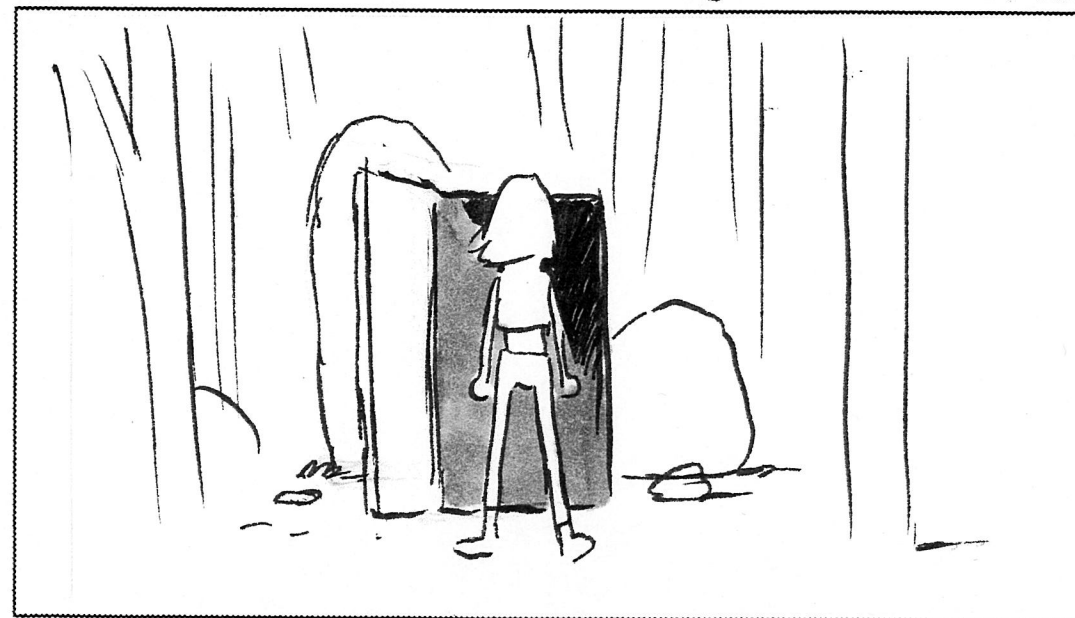


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Sc. 155 Pnl. A Bg. day night



Sc. 155 Pnl. B Bg. day night



Dialog:

(M) → You butt.
You stain.

Action:

You -

≡ @BICK

Timing:

(SFX) cree-ee-eeek

- invisible door opens on invisible forcefield, revealing darkness within. (vampire king would be visible from this angle, but it should be too dark to see anything clearly.)

1034-214

EPISODE

Production :

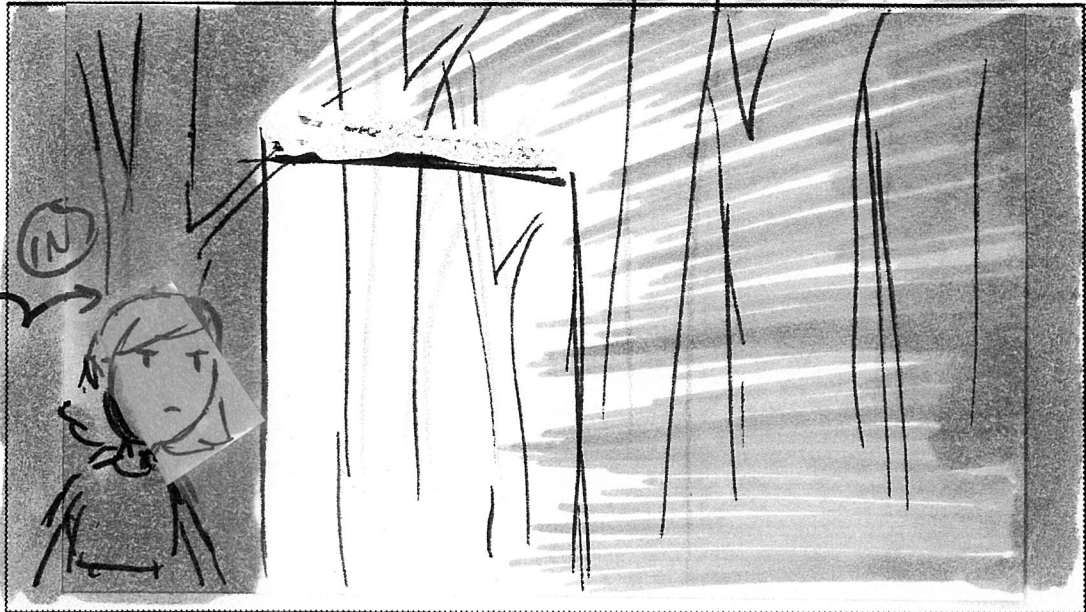
ADVENTURE TIME



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Page _____

Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:	
Action:	- Marceline enters forcefield.
Timing:	

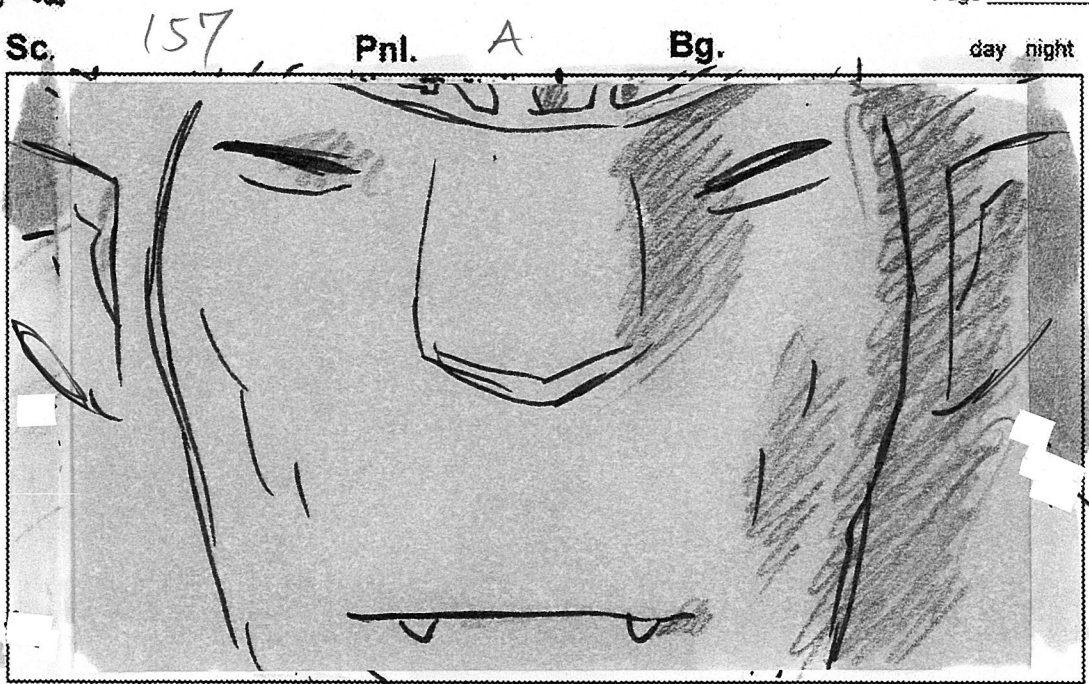
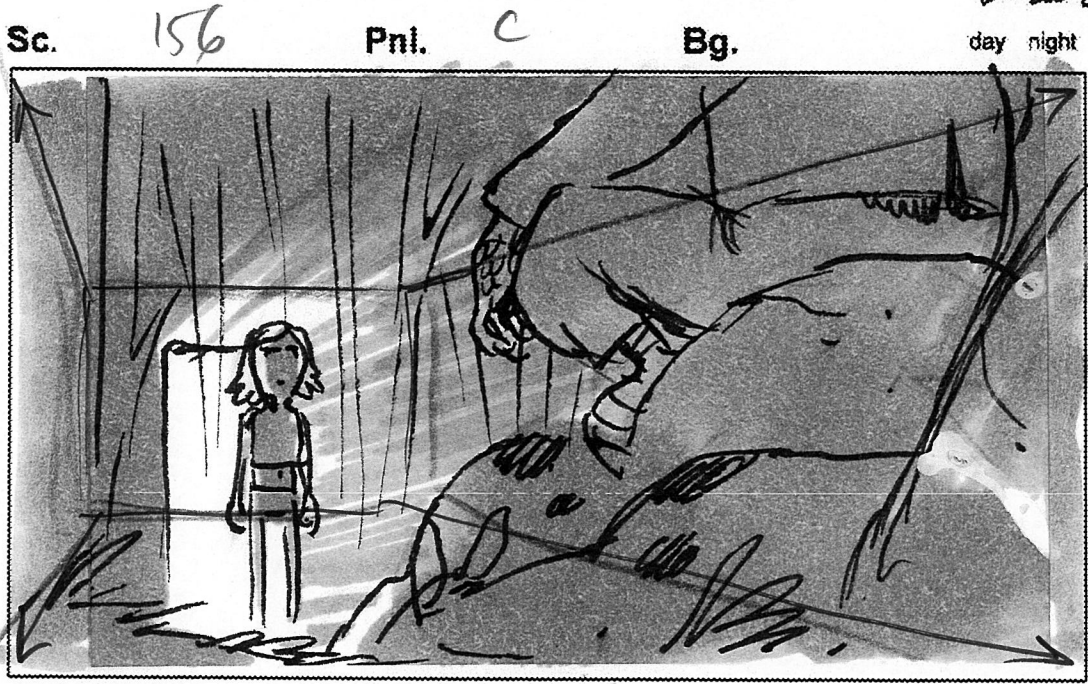
(M.) Hey.

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EPISODE #

Production :

ADVENTURE TIME



Dialog:	(M:) Long time no see.	SFX: cree-ee-k SHUT
Action:		
Timing:		

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EPISODE #

Production :

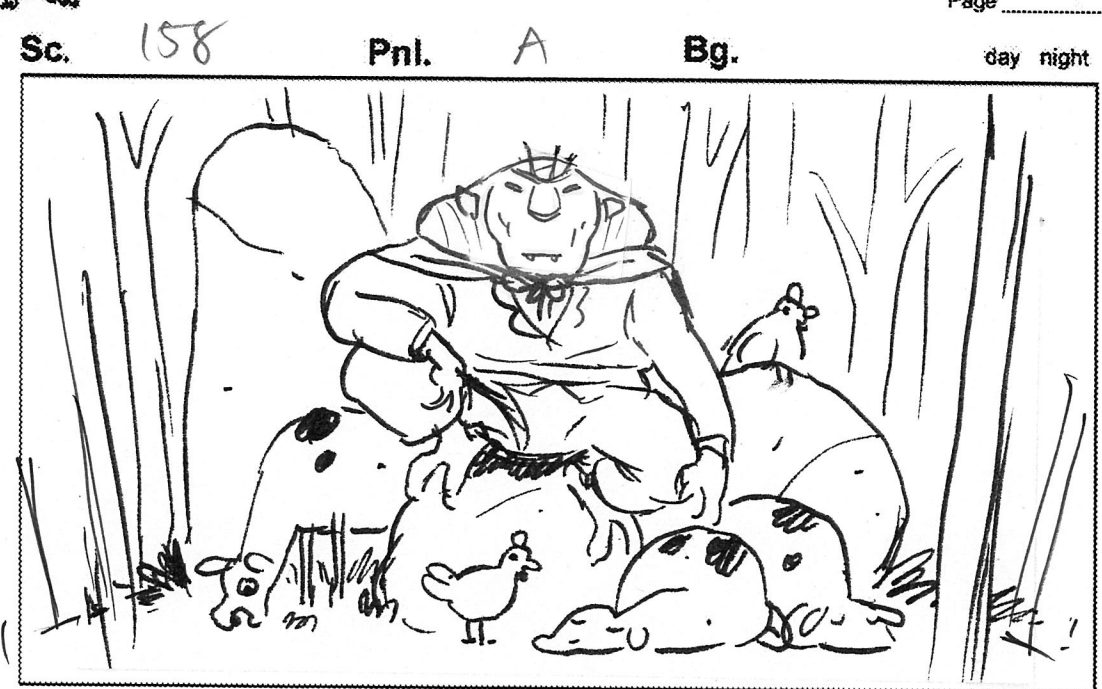
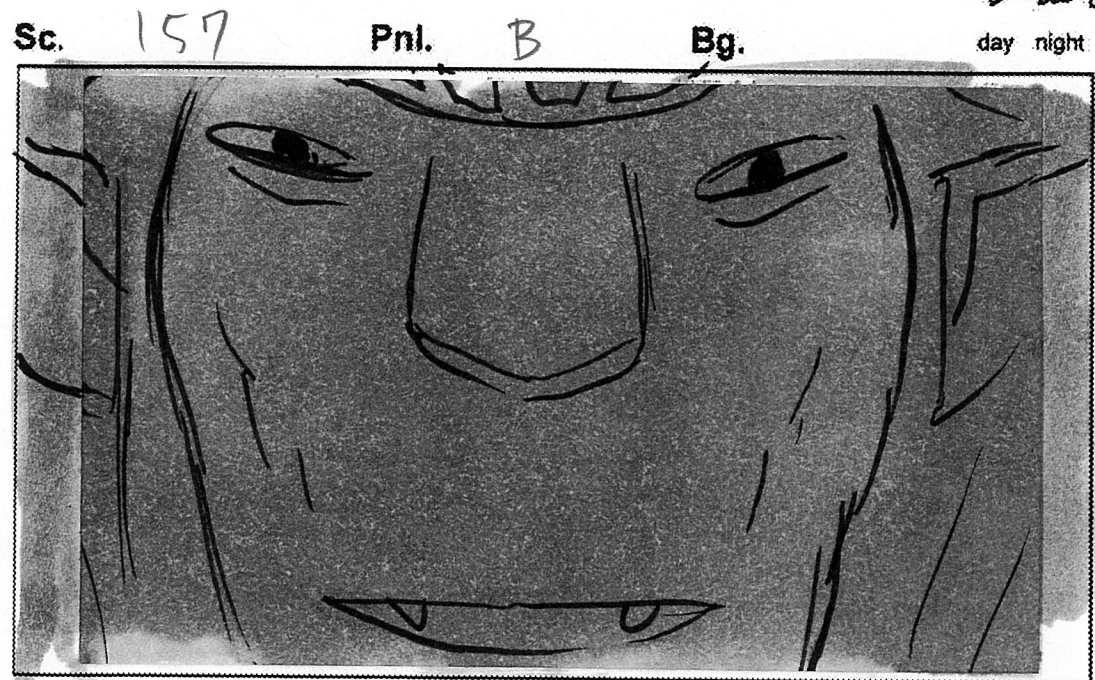
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ADVENTURE TIME



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Dialog:	
(K:) indeed	(FOOL OS) Hey! Marceline!
Action:	
- As door shuts, ambient sunlight fades and king is returned to full darkness.	
Timing:	

1034-214 # EPISODE

Production :

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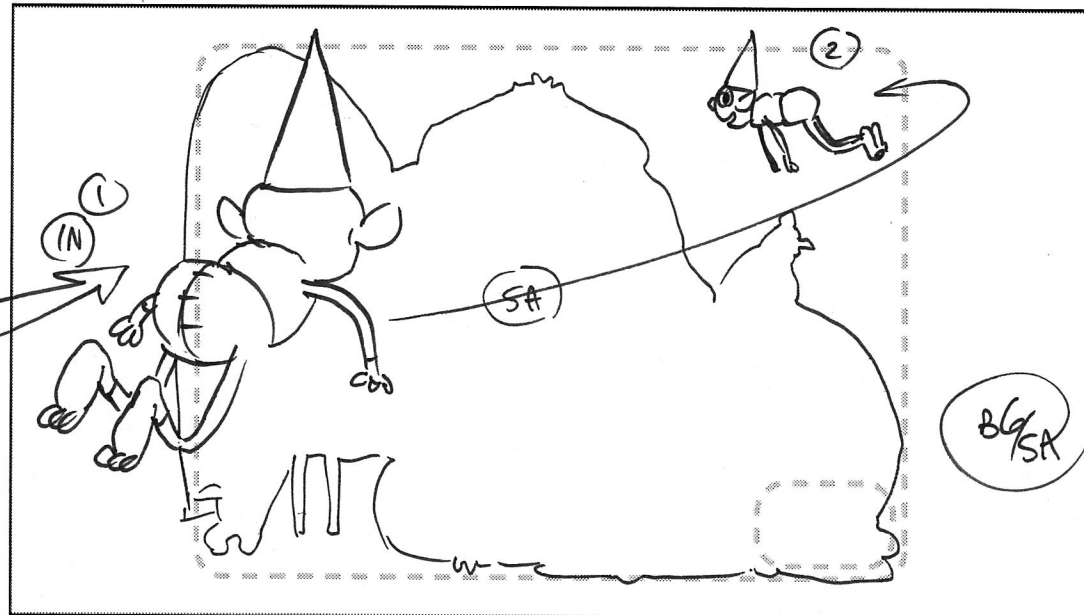
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ADVENTURE TIME

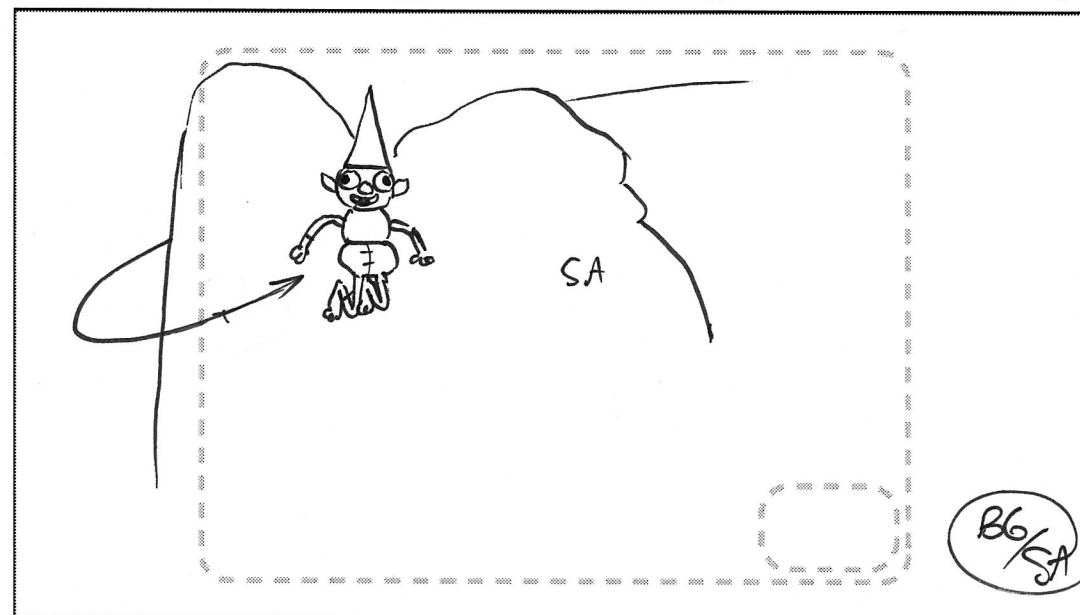


Page 247

Sc. 158 Pnl. B Bg. day night



Sc. 158 Pnl. C Bg. day night



Dialog:

(F:) Look at me! I'm all grown up now!

Action:

- Fool flies into frame

Timing:

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EPISODE #

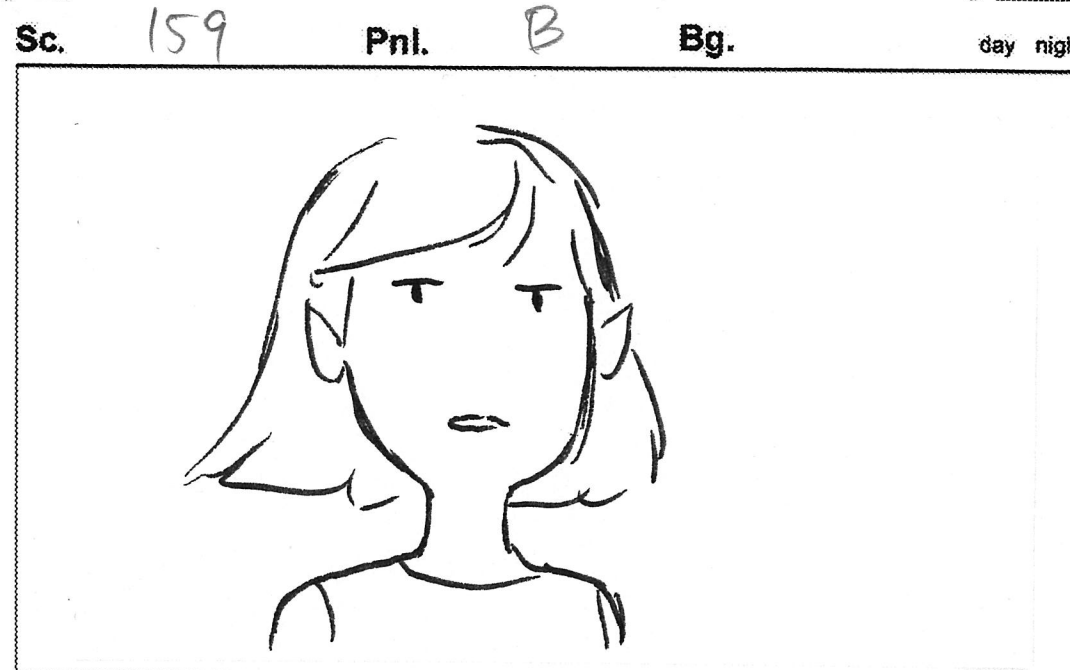
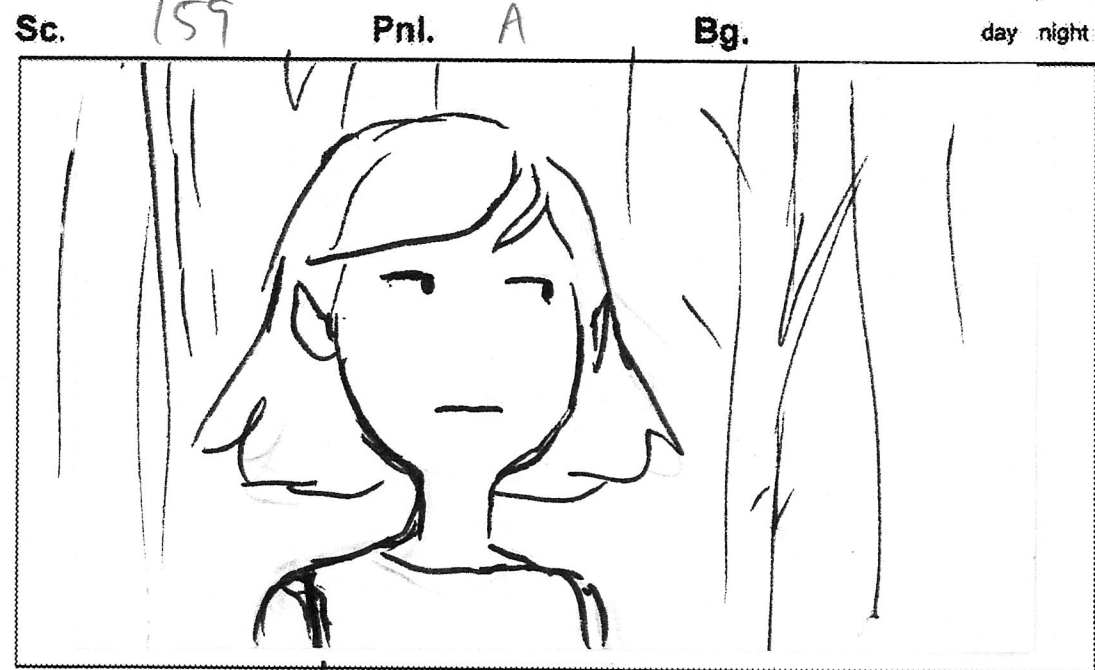
Production :

ADVENTURE TIME



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Dialog:	(Fox:) I ate a chicken Marceline.	(M:) I see you're getting your strength back.
Action:		
Timing:		

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1034-214 # EPISODE #

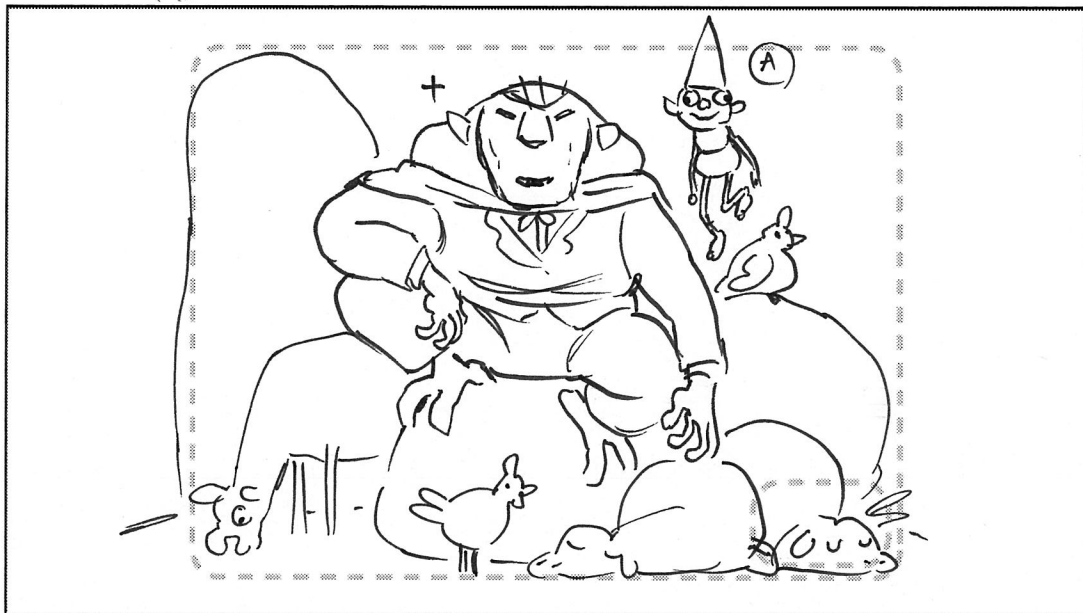
Production :

ADVENTURE TIME

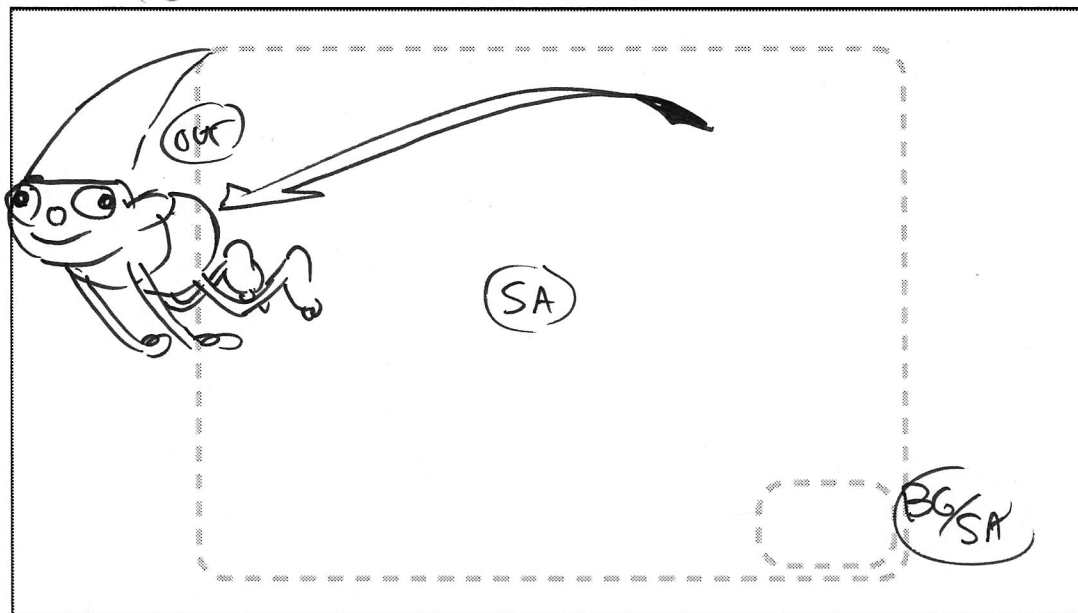


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Sc. 160 Pnl. A Bg. day night



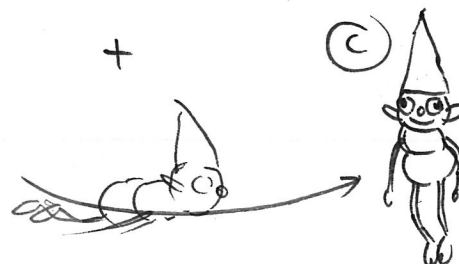
Sc. 160 Pnl. B Bg. day night



Dialog: (KING:) Yes, not long now...

Action:

Timing:

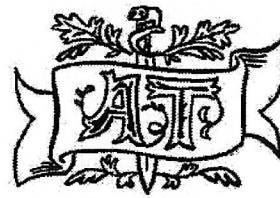


1034-214

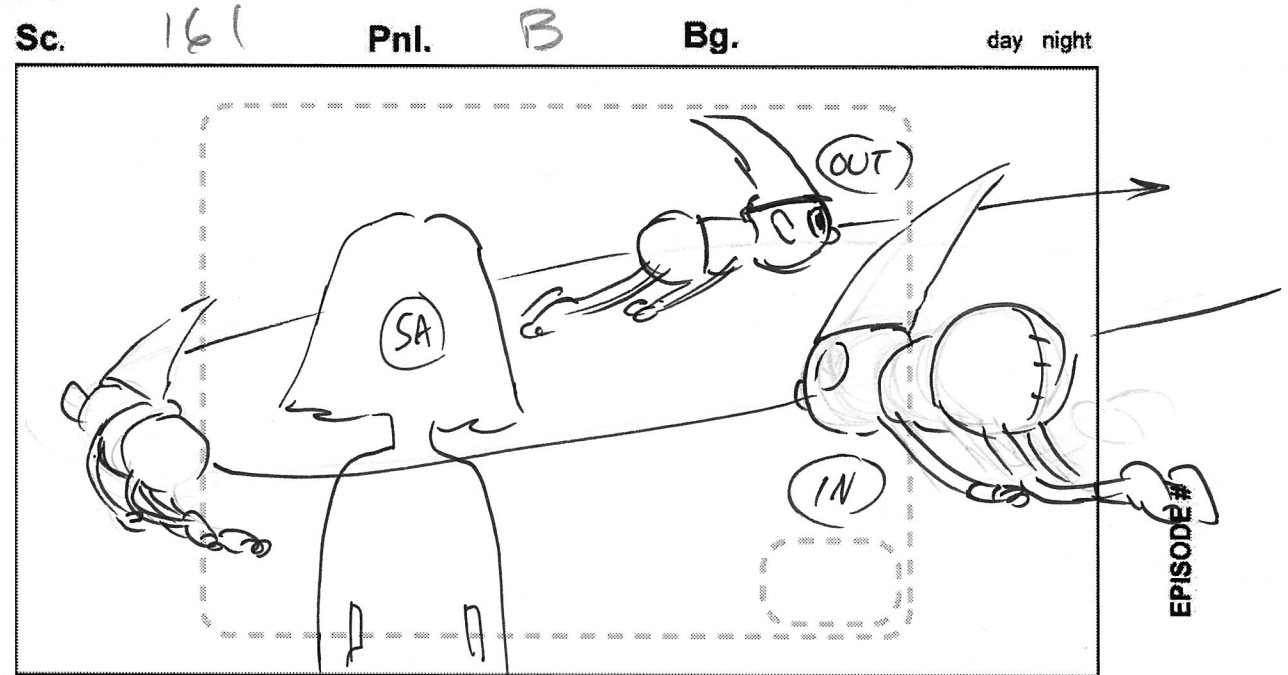
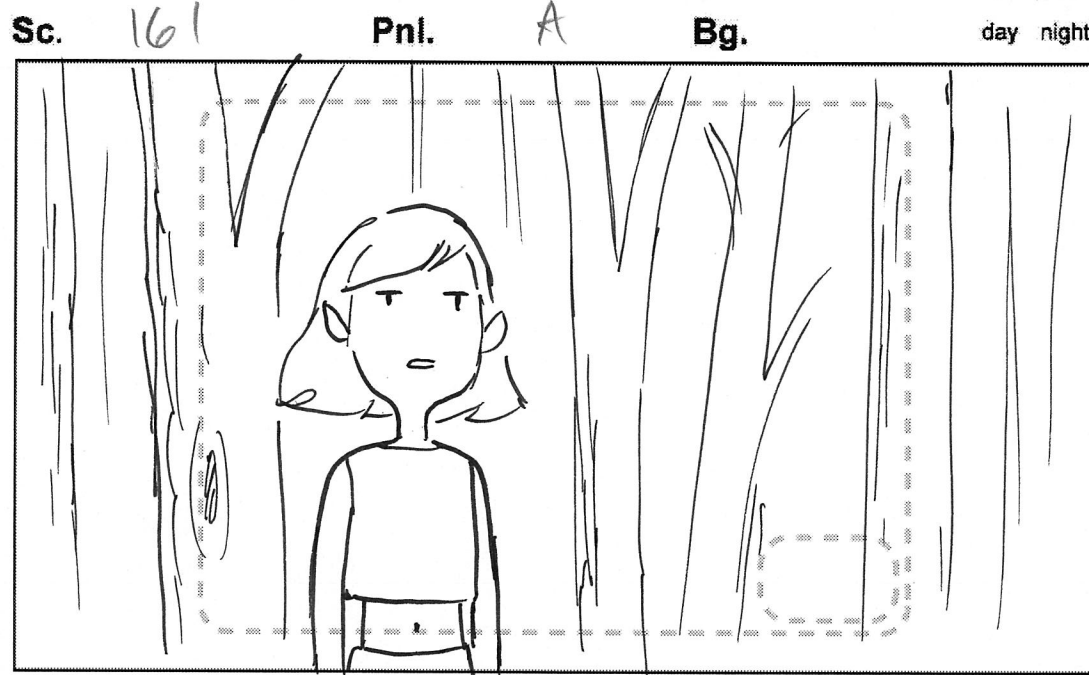
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

(M:) Well, don't get your hopes up, things are → (FOOL:) * subtle raspberry/fart noises *

Action:

- Fool comes in right as Marceline starts speaking -

Timing:

Production :

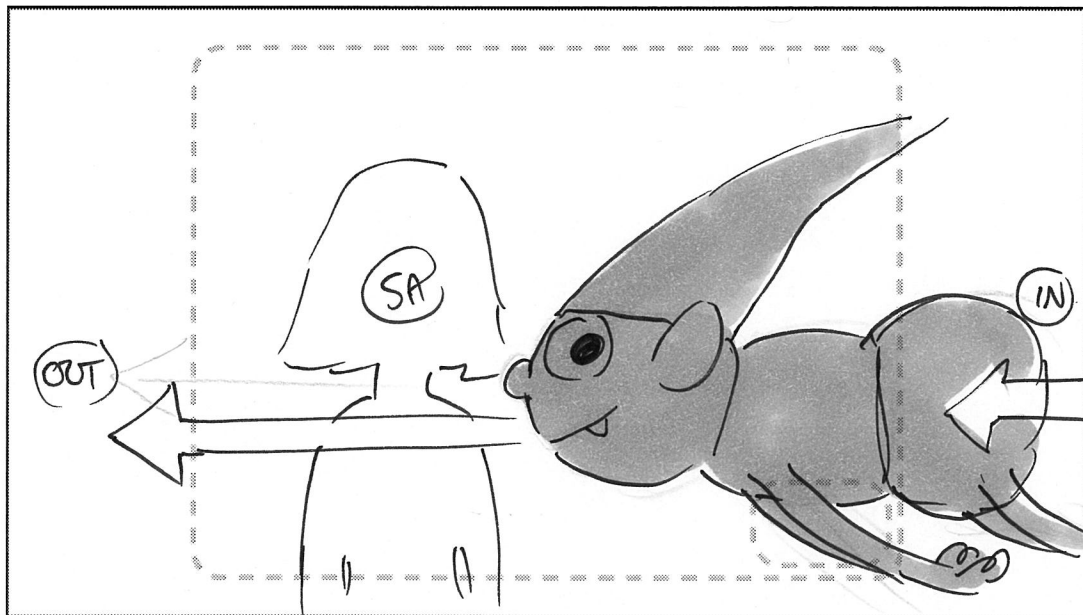
1034-214

ADVENTURE TIME

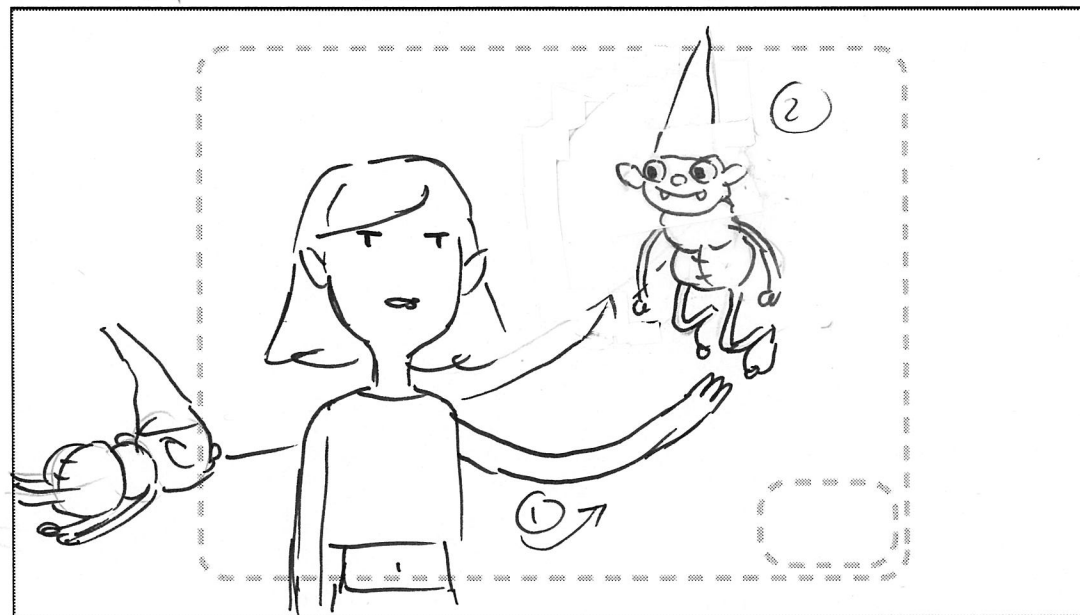


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Sc. 161 Pnl. C Bg. day night



Sc. 161 Pnl. D Bg. day night



Dialog:

(M) → different now.

(M): The humans are long gone.

Action:

- Marceline raises arm first, then fool flies into frame.

Timing:

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EPISODE #

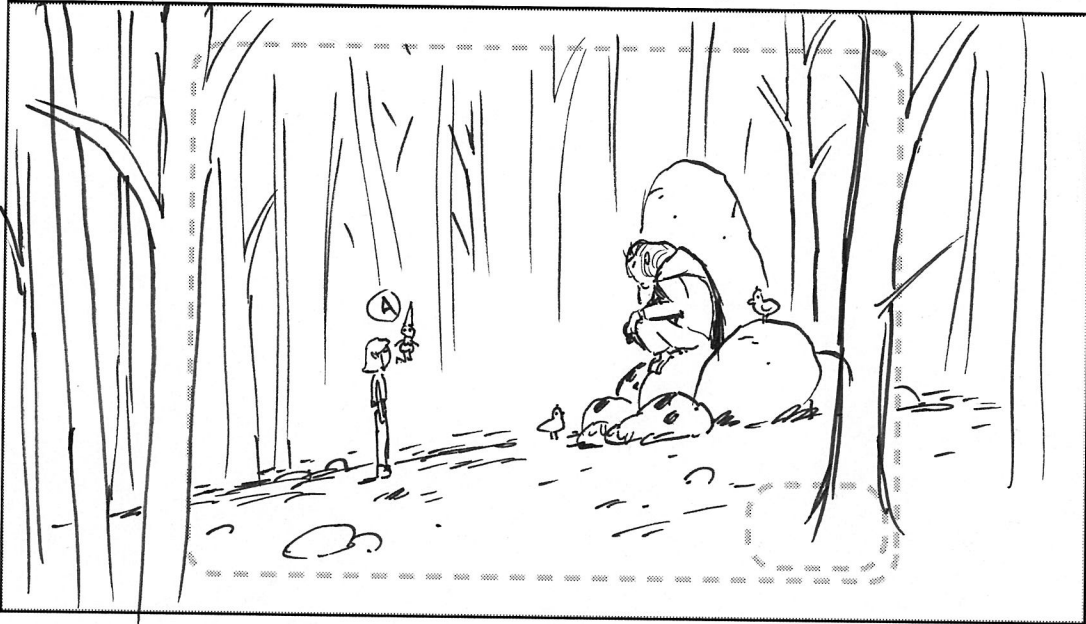
Production :

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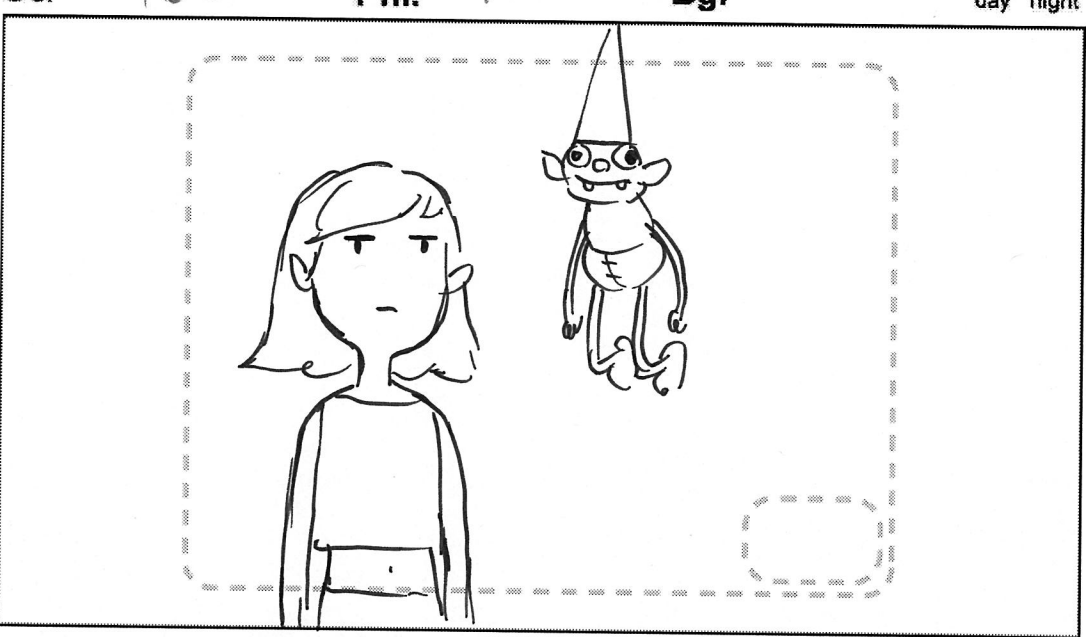
ADVENTURE TIME





Sc. 162 Pnl. A Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog: (K) (1) (2) * sniff sniff * (1) someone's smelling a bit human herself these days...		(KING) (OS) ... Anyway, you don't need to worry, →	
Action:			
Timing:	- king sniffs the air.	Fool: (A) (B) (A)	

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EPISODE #

Production :

ADVENTURE TIME

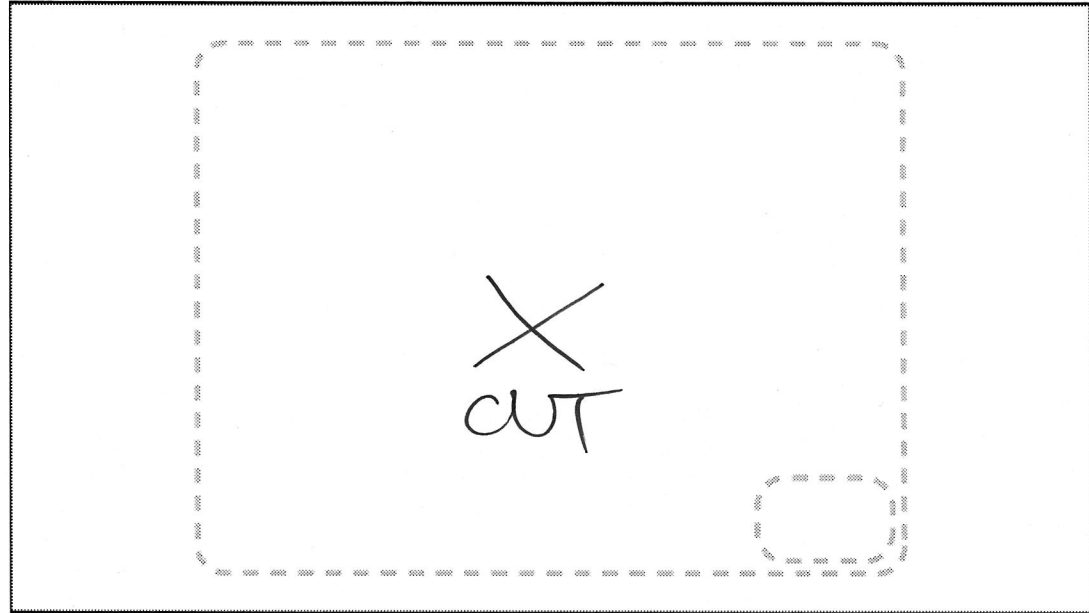


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Sc. 164 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(K) I've changed
as well...

Action:

Timing:

1034-214

EPISODE #

Production :

SC. 167
Pn B

P9. 254

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ADVENTURE TIME



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Sc. 164 Pnl. C Bg. day night



Sc. 164 Pnl. D Bg. day night



Dialog:

(cow:) *munch
munch *

Action:

(K:) I only eat animals
now - just like
everyone else

Timing:

(cow:) Bleh -

- Cow tries to eat grass, but no
longer likes the taste and spits it
back out.

1034-214
EPISODE #

Production :

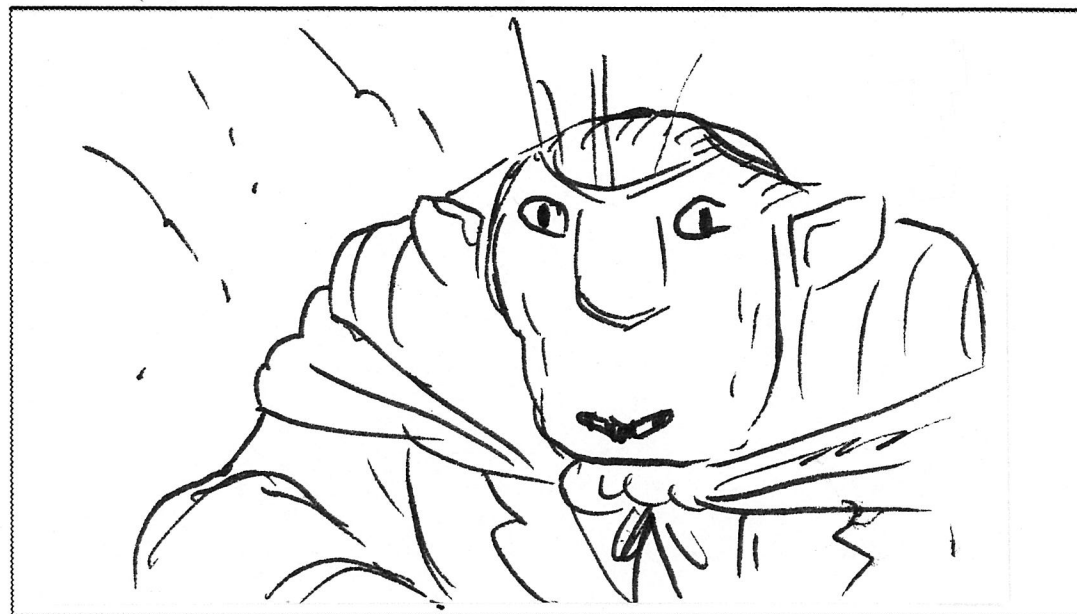
ADVENTURE TIME



Sc. 164 Pnl. E Bg. day night



Sc. 165 Pnl. A Bg. day night



Dialog:	(K) Does that mean <u>we</u> can be friends, Marceline? now
Action:	
Timing:	

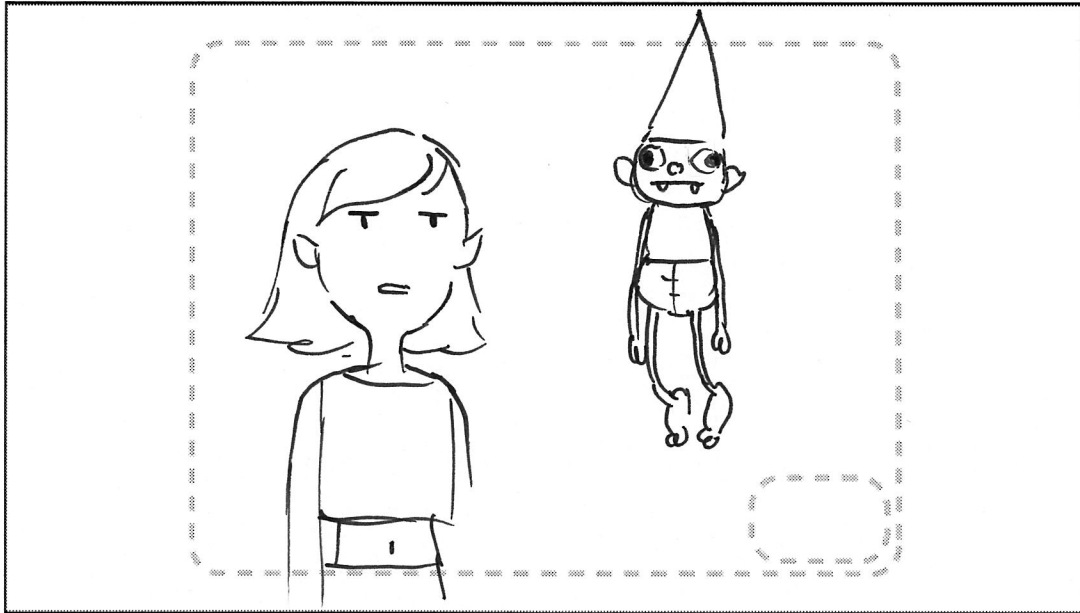
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ADVENTURE TIME

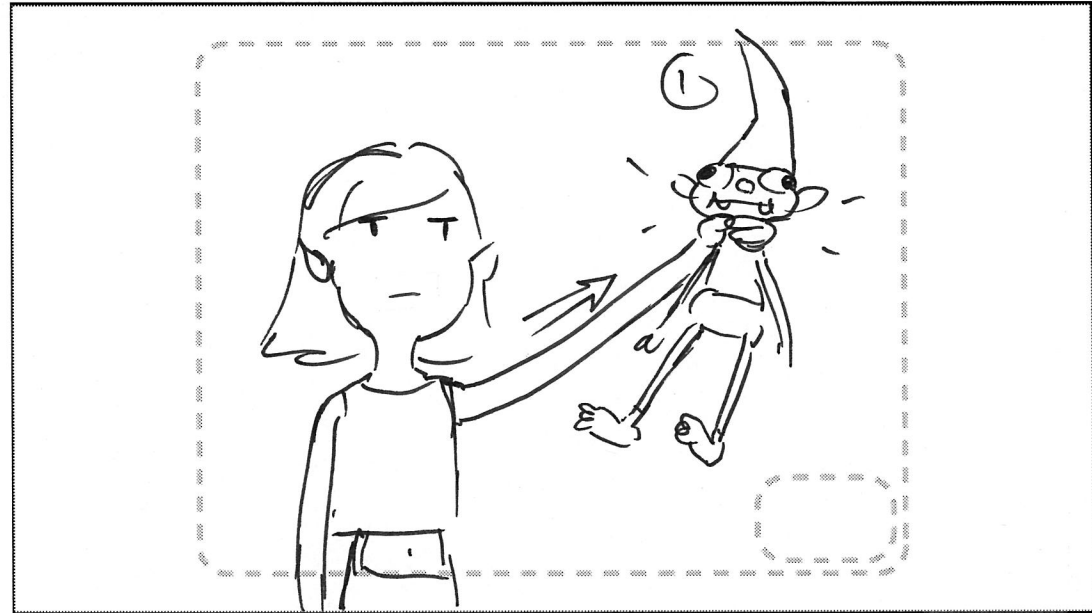


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Sc. 166 Pnl. A Bg. day night



Sc. 166 Pnl. B Bg. day night



Dialog:

(M:) It doesn't matter how you pretend to change.

(FOOL) * choke *

Action:

Timing:



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EPISODE #

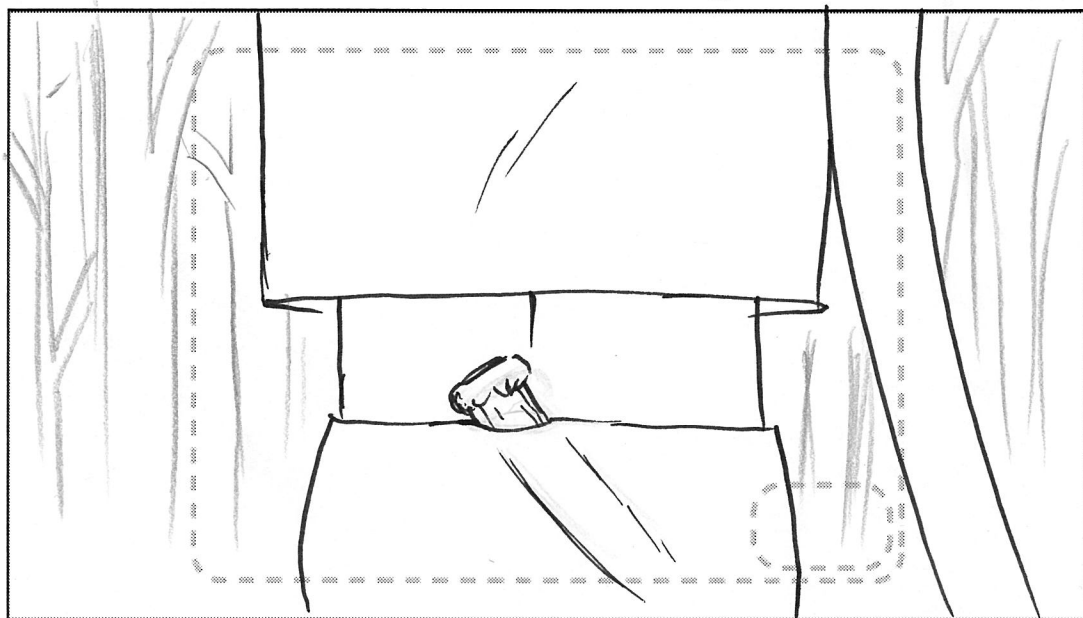
Production :

ADVENTURE TIME

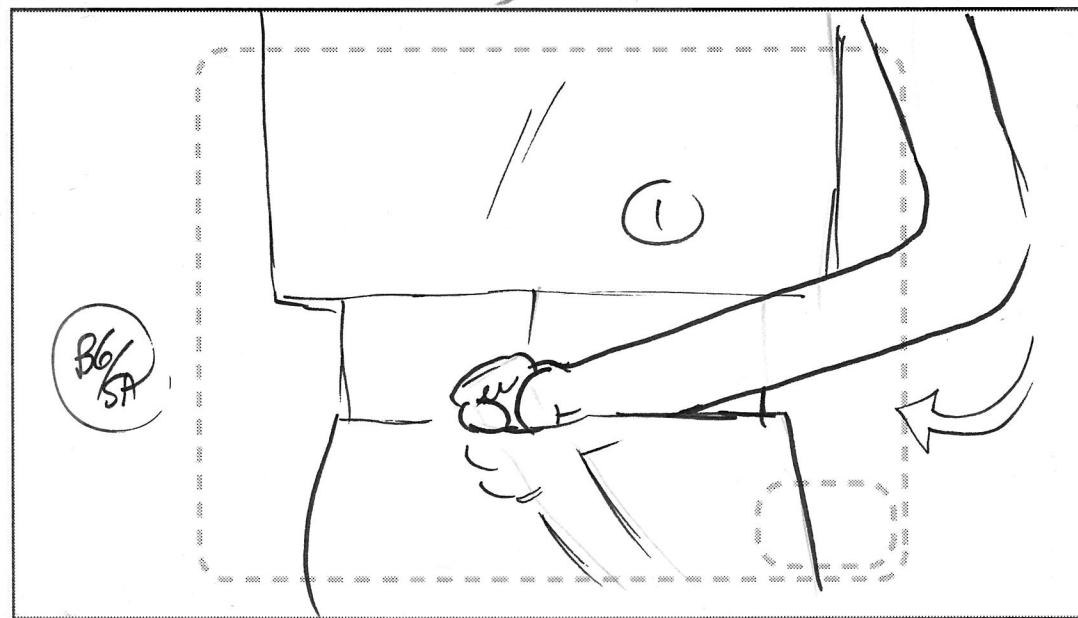


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Sc. 167 Pnl. A Bg. day night



Sc. 167 Pnl. B Bg. day night



Dialog:

(M): You've done enough already to get staked a thousand times over.

Action:

- Marceline slowly, surreptitiously, takes hold of hidden STAKE.

Timing:



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EPISODE #

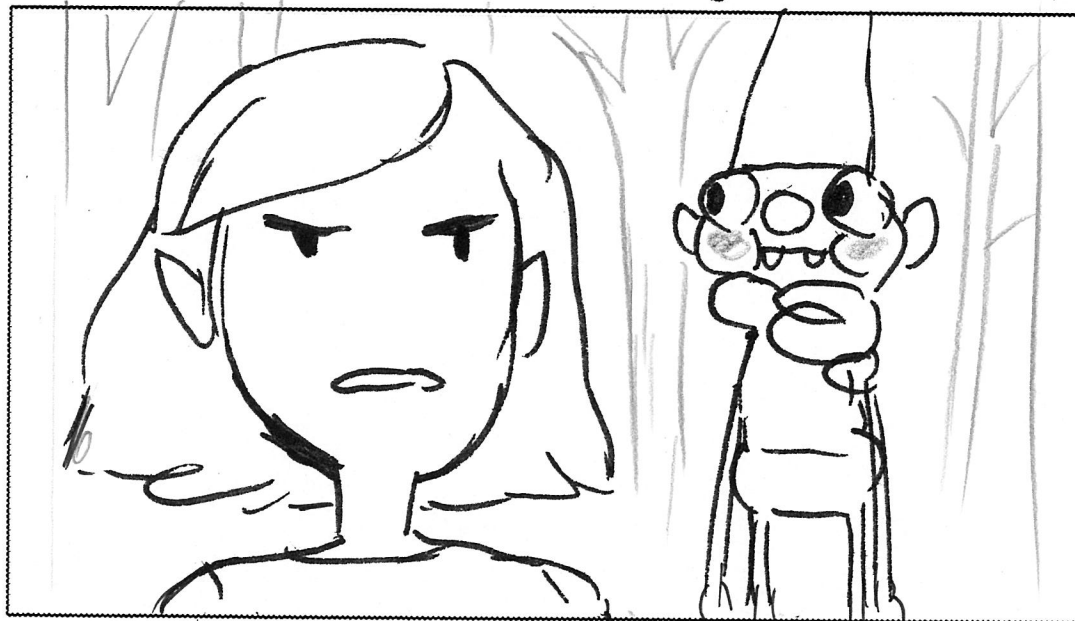
Production :

ADVENTURE TIME

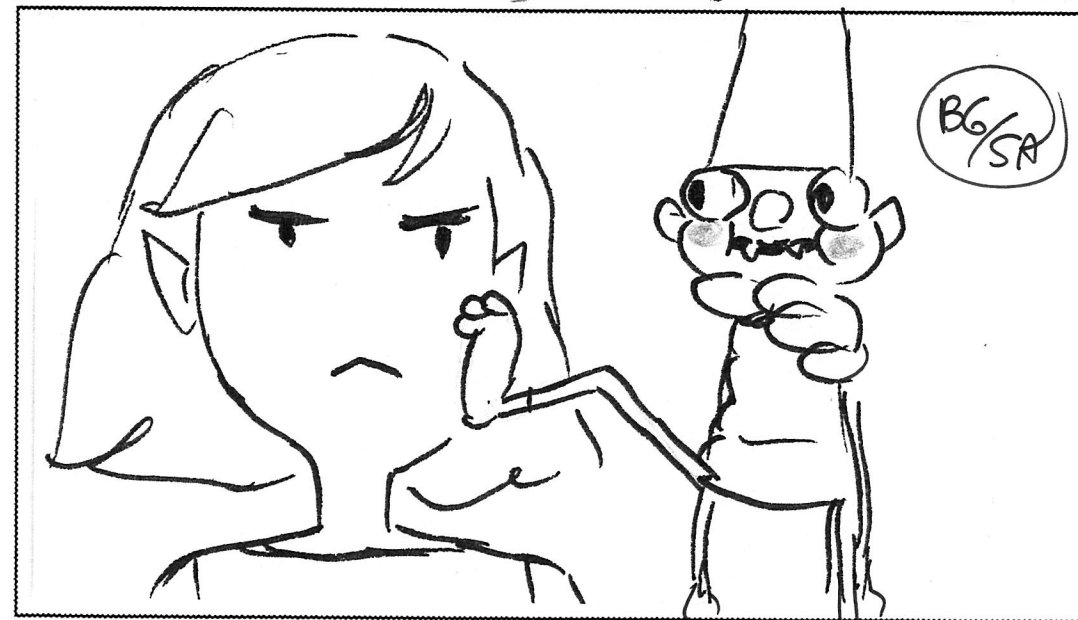


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Sc. 168 Pnl. A Bg. day night



Sc. 168 Pnl. B Bg. day night



Dialog:

(M:) You're
Monsters.

Action:

You'll always
be monsters.

Timing:

(Fool) Smell my
feet
Marceline.

1034-214

EPISODE

Production :

ADVENTURE TIME



260

Sc. 169

Pnl. A

Bg.

day night



Sc. 169

Pnl. B

Bg.

day night



Dialog:

(F:) I promise you
won't regret i--

Action:

- Fool quivers with discomfort from
being STAKED off screen.

Timing:

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EPISODE #

Production :

ADVENTURE TIME

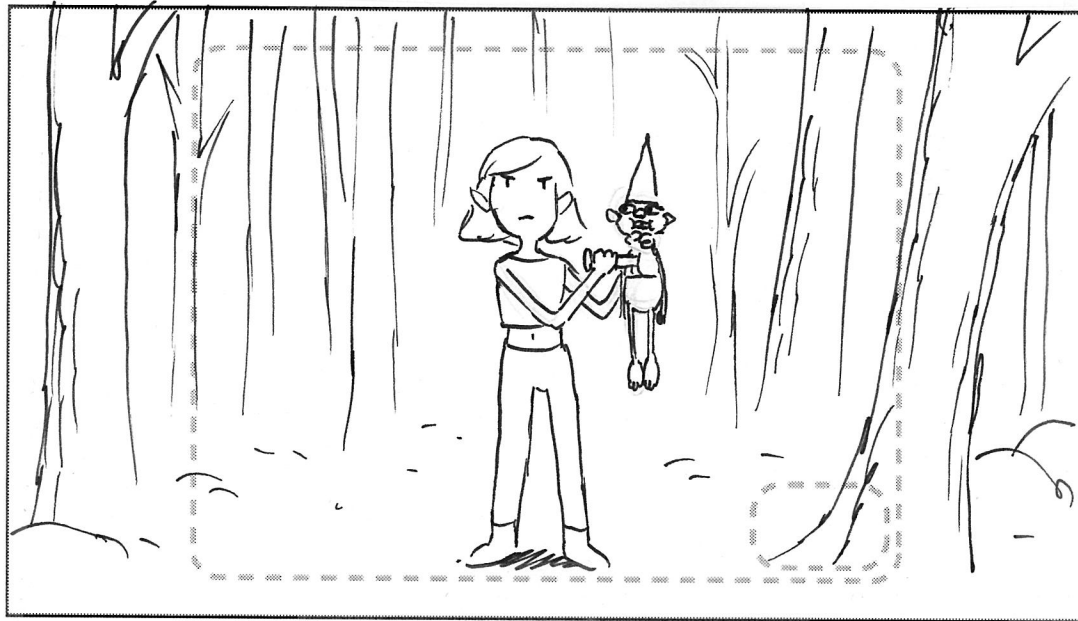


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Sc. 170 Pnl. A Bg. day night



Sc. 171 Pnl. A Bg. day night



Dialog:	(FOOL): (OS) oh h...	(FOOL) (pained, straining)... ah..... your loss...
Action:		
Timing:		

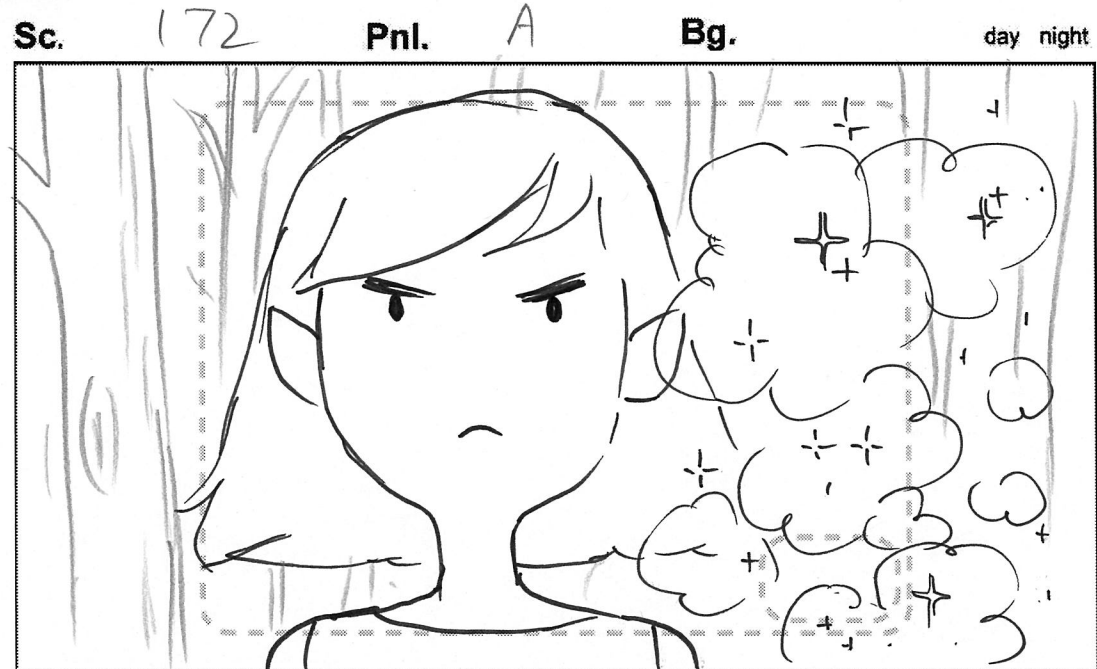
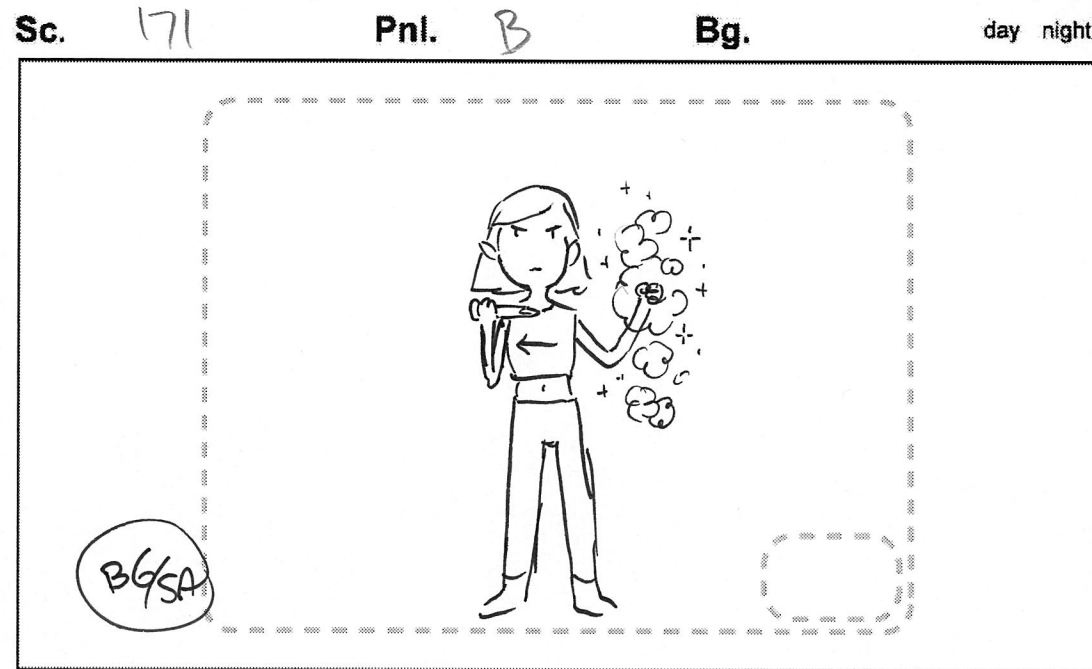
1034-214 # EPISODE #

Production :

ADVENTURE TIME



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Dialog:

Action: - Marceline pulls stake from fool,
fool explodes into sparkle dust.

Timing:

1034-214
EPISODE

Production :

ADVENTURE TIME



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Sc. 172

Pnl. B

Bg.

day night

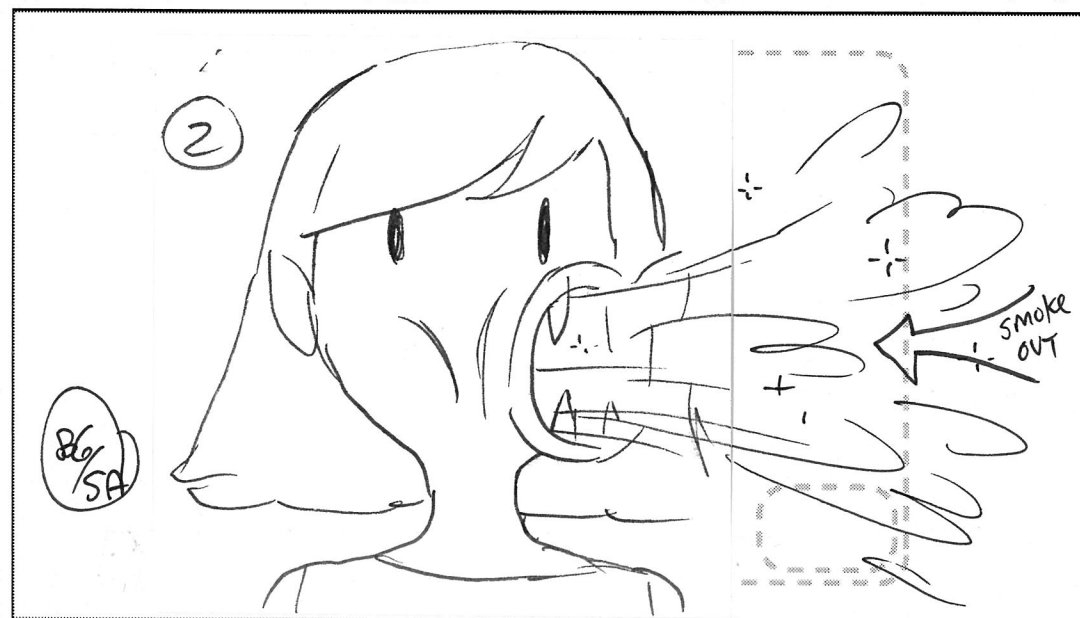


Sc. 172

Pnl. C

Bg.

day night



Dialog:

(M:) * S S S U U U U C C C K K *

Action:

- Marceline inhales sparkle dust

Timing:

1034-214

EPISODE #

Production :

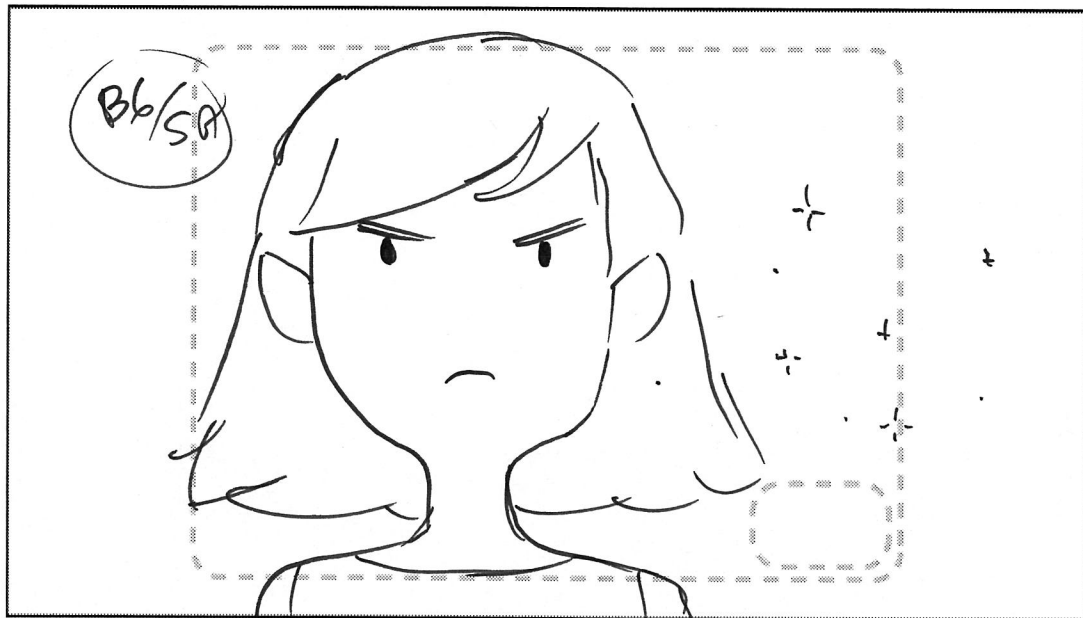
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ADVENTURE TIME

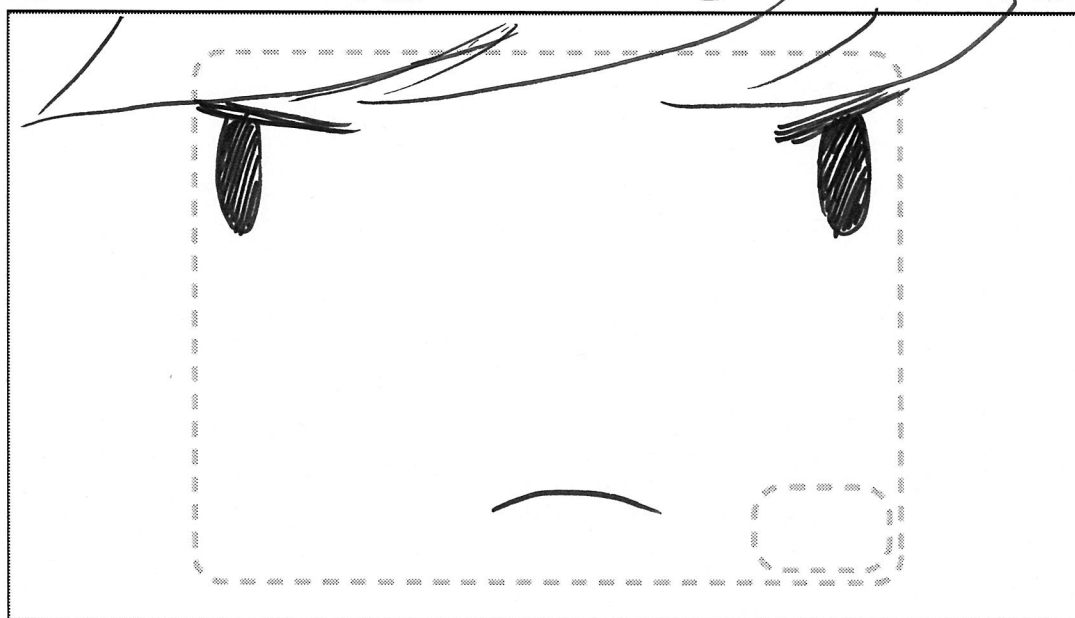


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Sc. 172 Pnl. D Bg. day night



Sc. 173 Pnl. A Bg. day night



Dialog:
Action:
Timing:

1034-214

EPISODE #

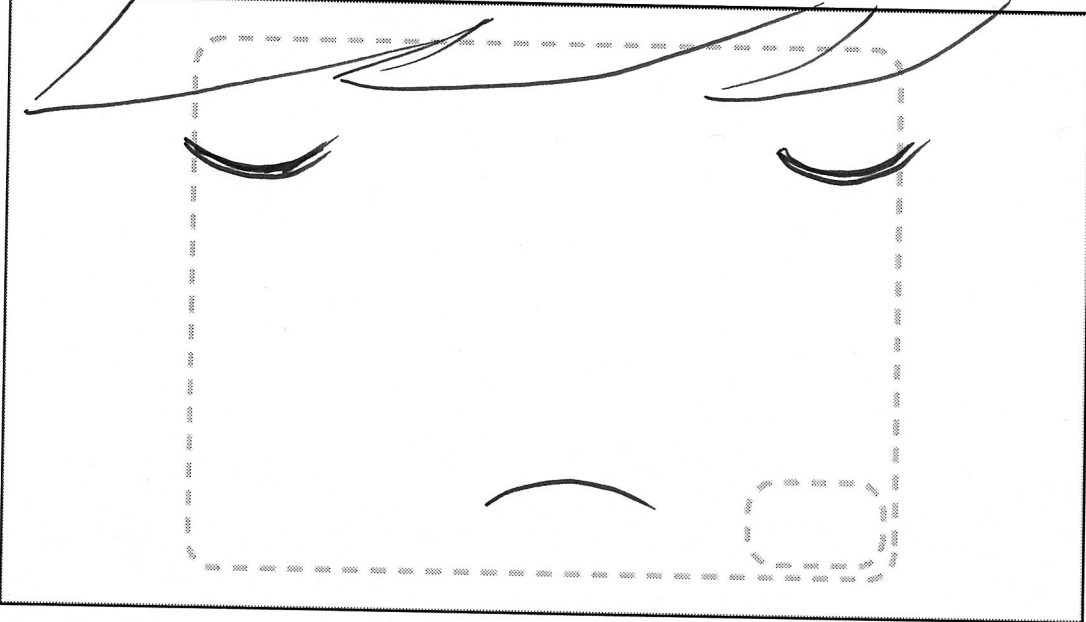
Production :

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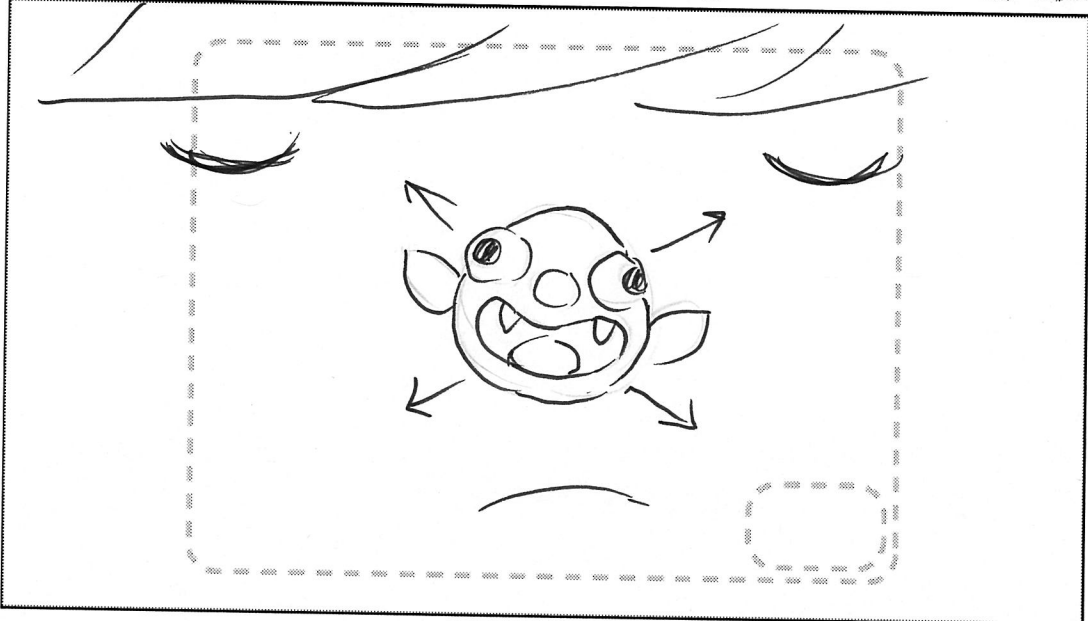
ADVENTURE TIME



Sc. 173 Pnl. B Bg. day night



Sc. 173 Pnl. C Bg. day night



Dialog:	(FOOL:) * LAUGHTER* (distant, ghostly)
Action:	<ul style="list-style-type: none">- Marceline feels the power of the Fool rush through her.- Translucent laughing fool fades in as he
Timing:	shakes grows quickly larger, then fades out.

1034-214
EPISODE #

Production :

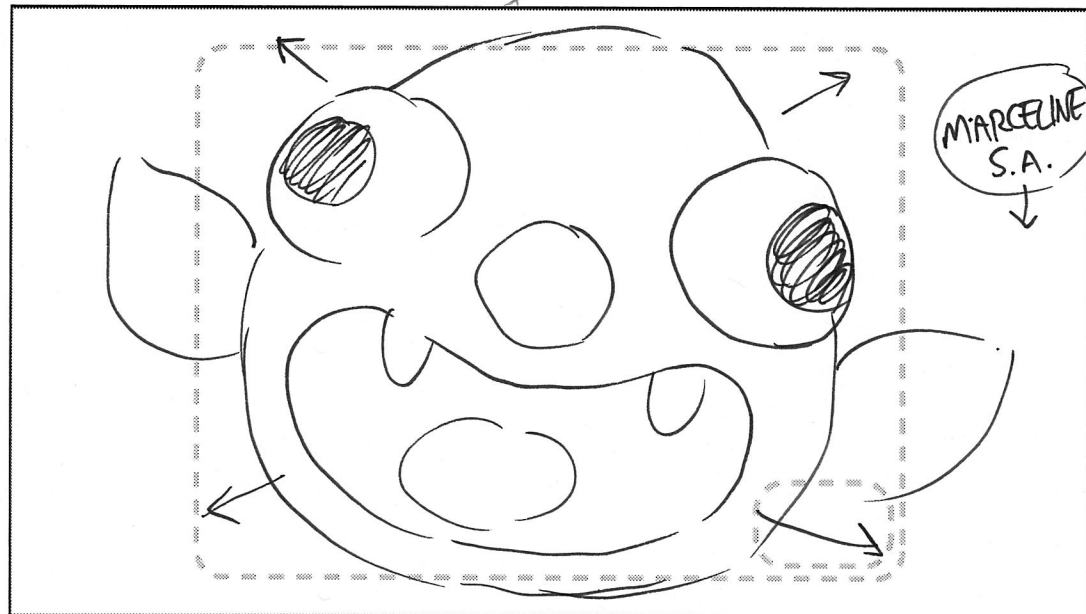
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ADVENTURE TIME

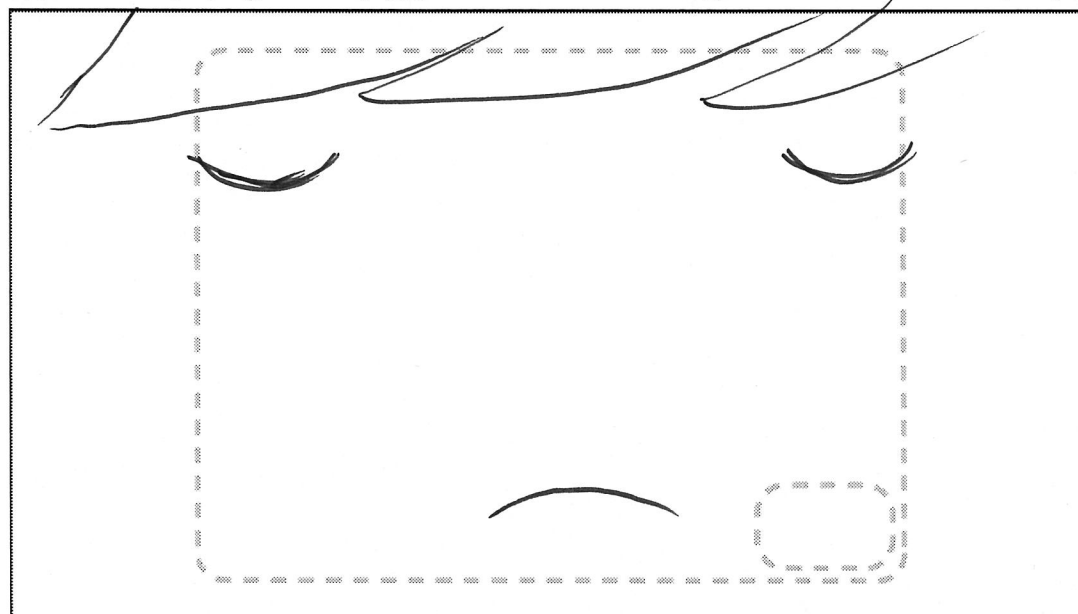


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Sc. 173 Pnl. D Bg. day night



Sc. 173 Pnl. E Bg. day night



Dialog:
Action:
Timing:

1034-214 # EPISODE

Production :

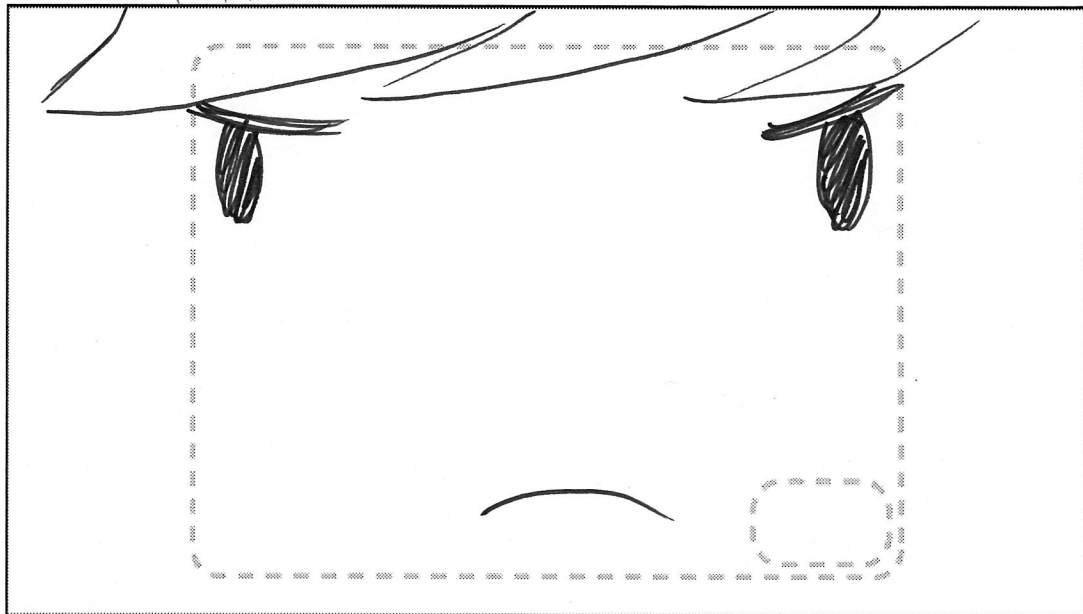
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ADVENTURE TIME



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Sc. 173 Pnl. F Bg. day night



Sc. 174 Pnl. A Bg. day night



Dialog:

KING OS You know, —————→

KING (cont) → the others won't be
so easy Marceline.

Action:

Timing:

Production :

EPISODE #

1034-214

ADVENTURE TIME



Page 268

Sc. 175 Pnl. A Bg. day night



Sc. 175 Pnl. B Bg. day night



Dialog:

(M:) Yeah, well how 'bout you?

Action:

Timing:

EPISODE #

Production :

1034-214

ADVENTURE TIME

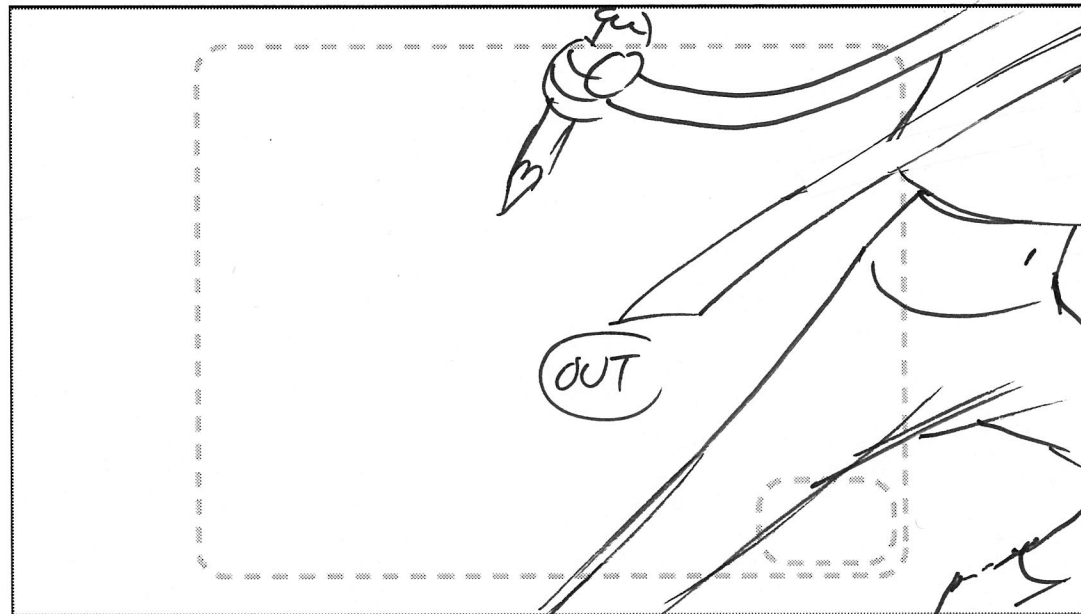


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Sc. 175 Pnl. C Bg. day night



Sc. 175 Pnl. D Bg. day night



Dialog:

(M) * GRUNT *

Action:

- Marceline leaps towards King to stake him.

Timing:

Production :

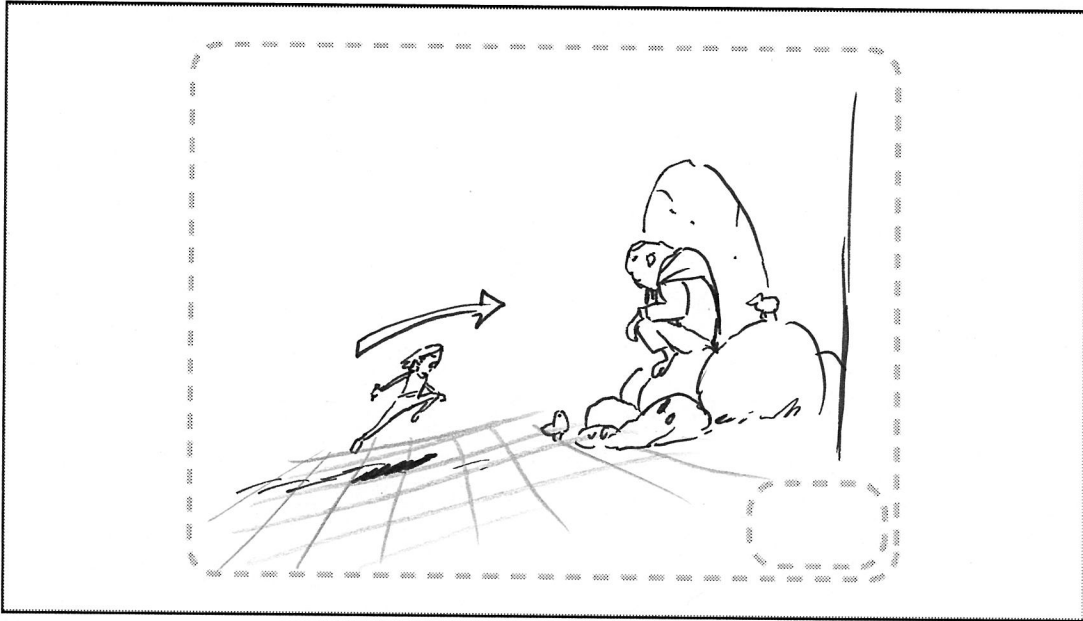
EPISODE #

1034-214

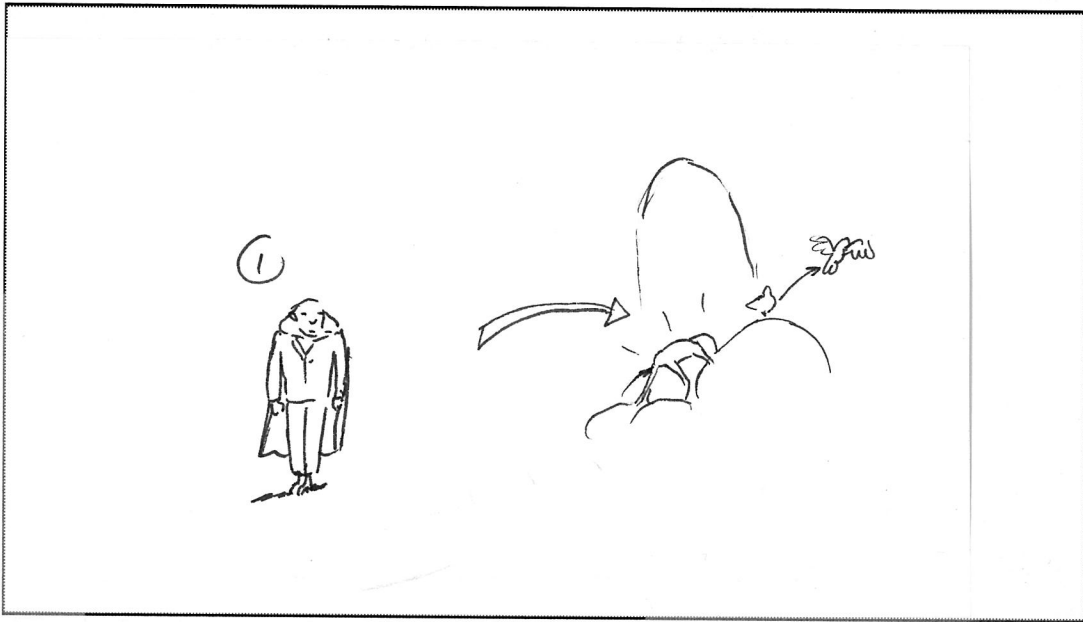
ADVENTURE TIME



Sc. 176 Pnl. A Bg. day night



Sc. 176 Pnl. B Bg. day night



Dialog:

Action:

Timing:



① ② ① king teleports.

1034-214
EPISODE #
Production :

ADVENTURE TIME



Page 271

Sc. 177 Pnl. A Bg. day night



Sc. 177 Pnl. B Bg. day night



Dialog:	(K) ^(OS) It doesn't have to be like this Marceline.	
Action:		
Timing:		

(M) Those are some pretty frou-frou last words. You sure about those!?

1034-214
EPISODE #
Production :

ADVENTURE TIME



Sc.

177

Pnl.



Bg.

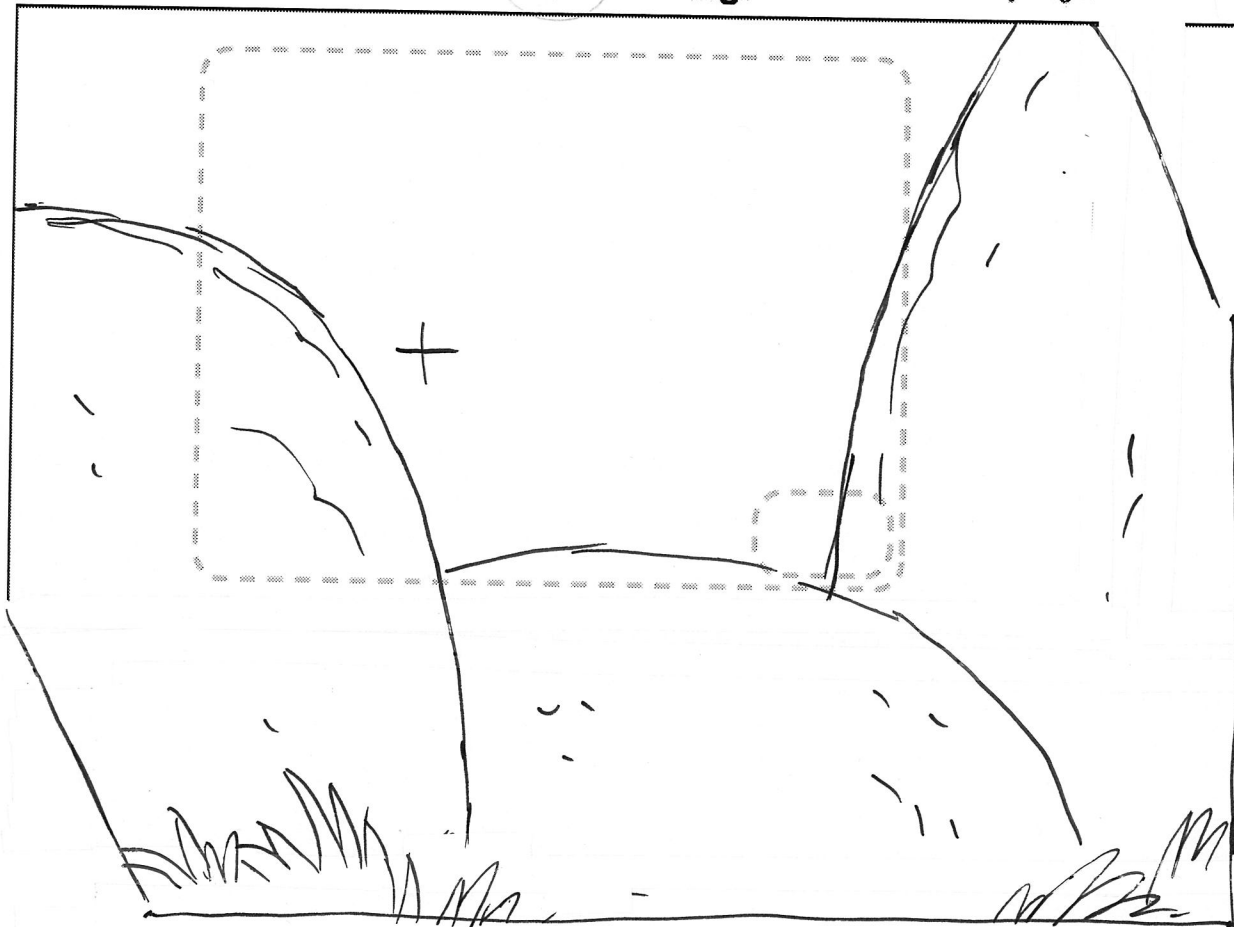
day night

Pnl.

Bg.

Page 272

day night



* See poses
next page.

(M:) * GRUNT! *

- Marceline leaps back toward
King.

Timing:

1034-214

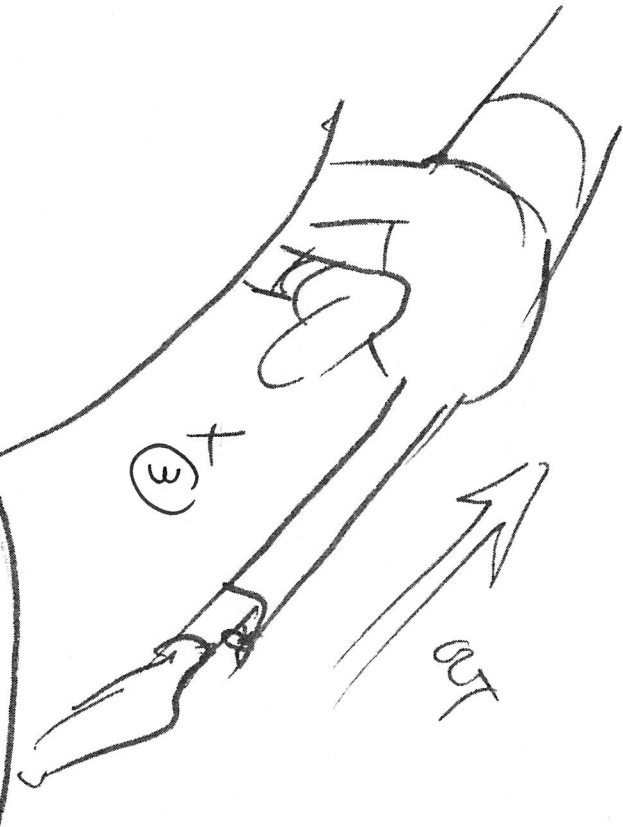
EPISODE #

Production :

sc. 177

RNL. POSES

1034-214



ADVENTURE TIME

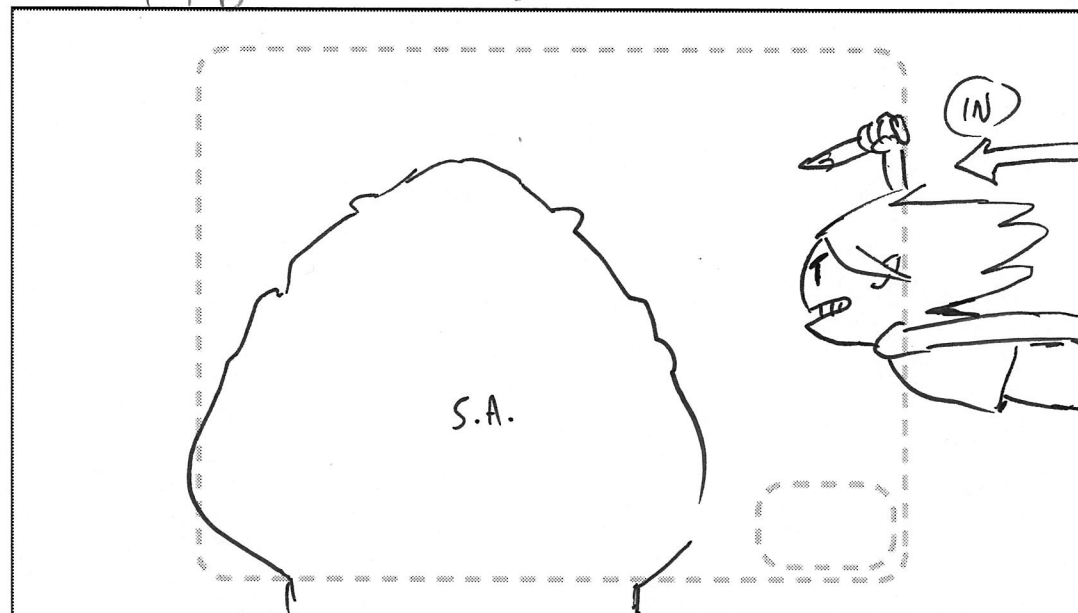


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Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



Dialog:

Action:

- Marceline leaps into frame.

Timing:

Production :

EPISODE #

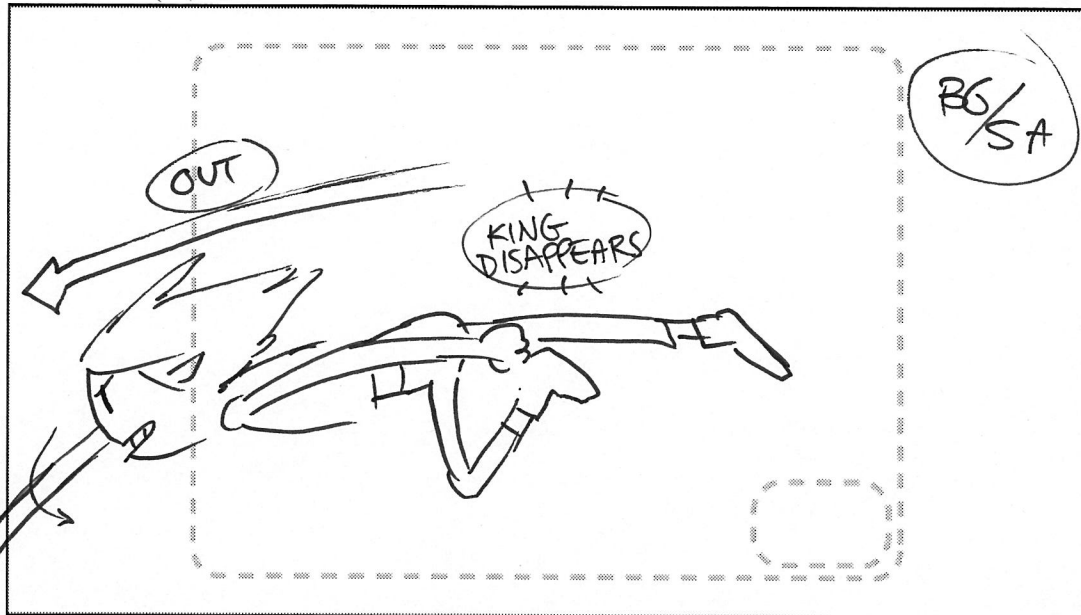
1034-214

ADVENTURE TIME

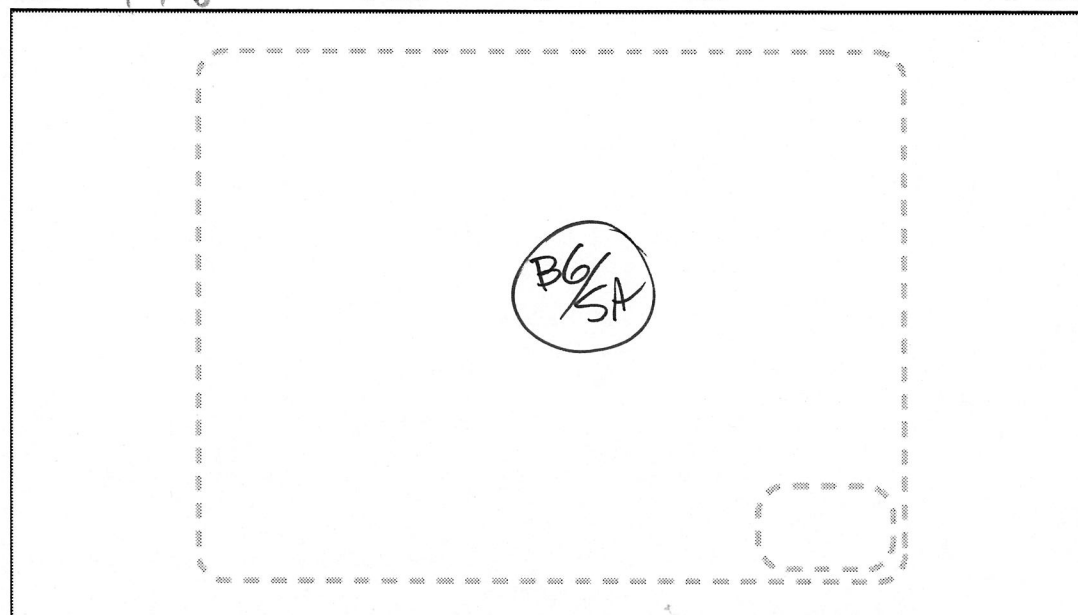


Page 275

Sc. 178 Pnl. C Bg. day night



Sc. 178 Pnl. D Bg. day night



Dialog:

(M:) * GRUNT *

SFX: ≡ SMASH CRASH ≡

(marceline smashing into ground/sticks/rocks)

Action:

- King teleports as Marceline ~~is~~ stabs
at him w/ STAKE.

- Marceline crashes into the ground
offscreen.

Timing:

1034-214

EPISODE #

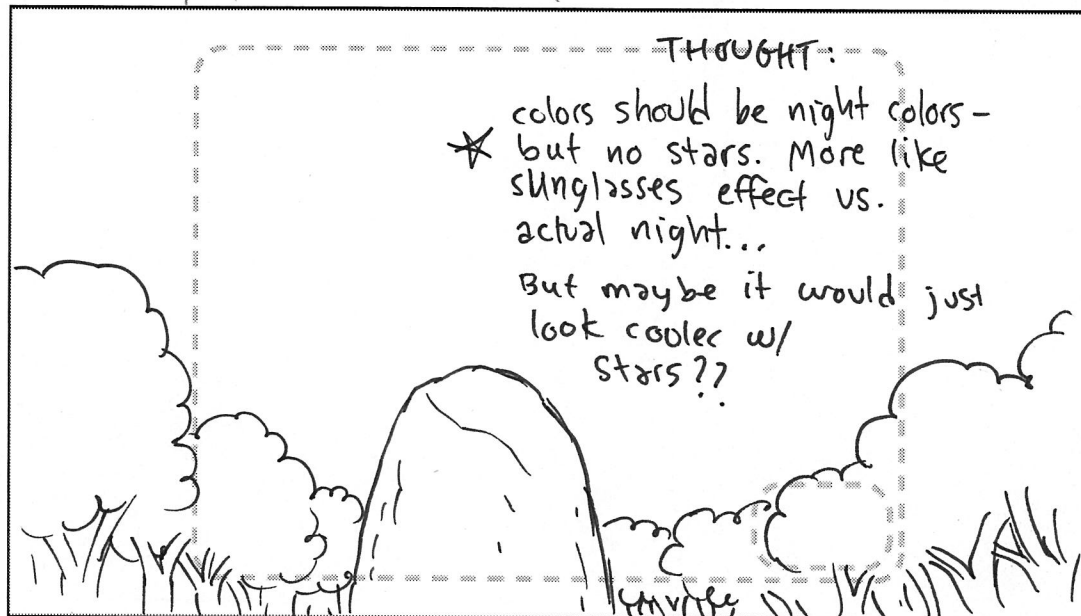
Production :

ADVENTURE TIME

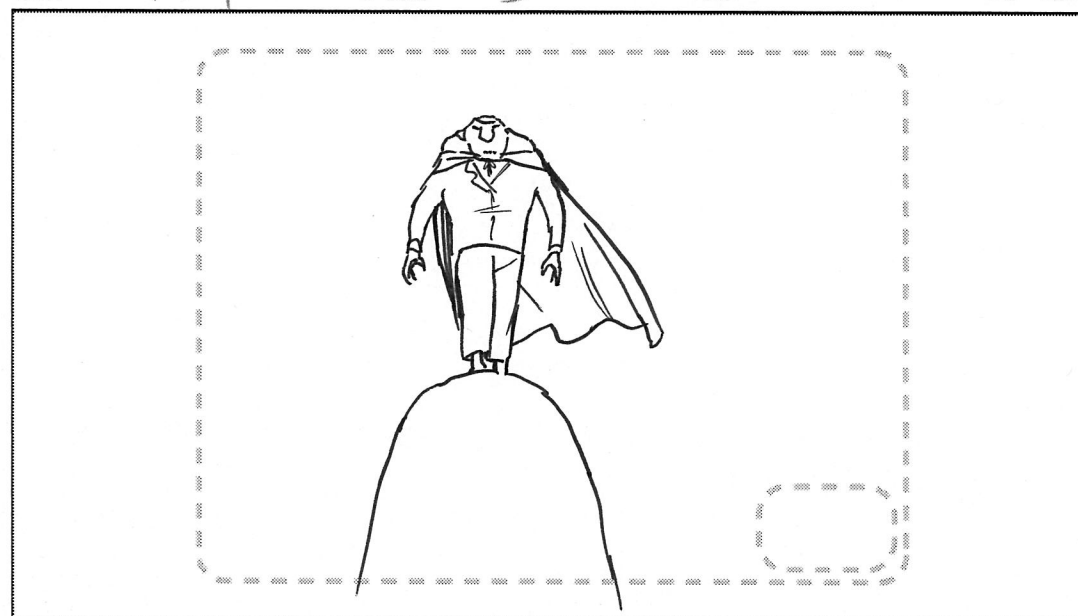


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Sc. 179 Pnl. A Bg. day night



Sc. 179 Pnl. B Bg. day night



Dialog:

Action: - King teleports onto rock.

Timing:



1034-214

EPISODE #

Production :

ADVENTURE TIME

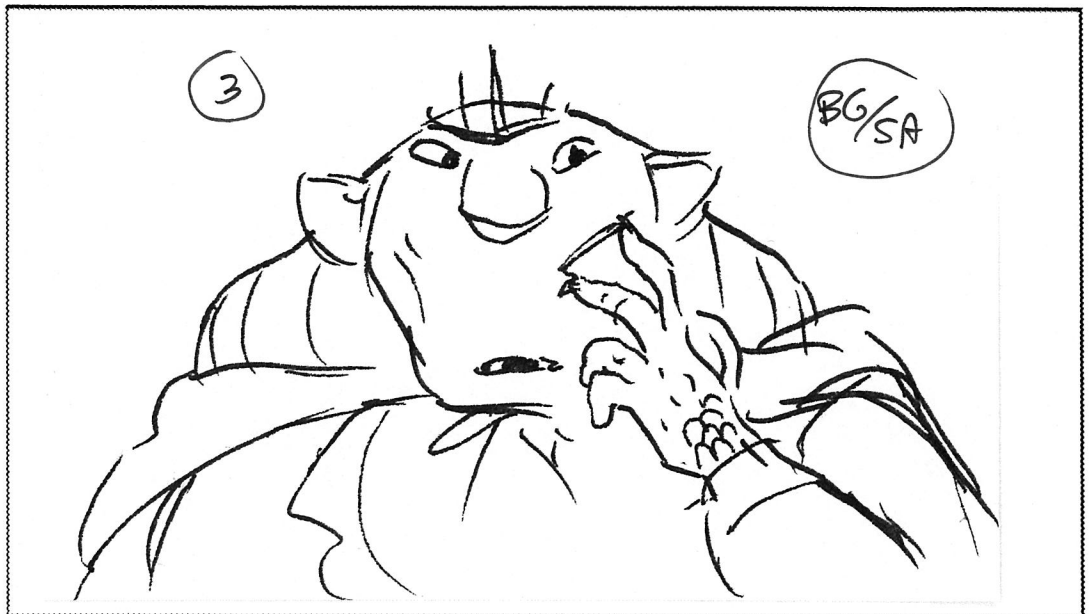



Page 287

Sc. 180 Pnl. A Bg. day night



Sc. 180 Pnl. B Bg. day night



Dialog:		
Action:		- King notices cut on cheek.
Timing:		- King touches cut in disbelief.

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1034-214 EPISODE #

Production :

ADVENTURE TIME



Page 278

Sc.

180

Pnl.

C

Bg.

day night

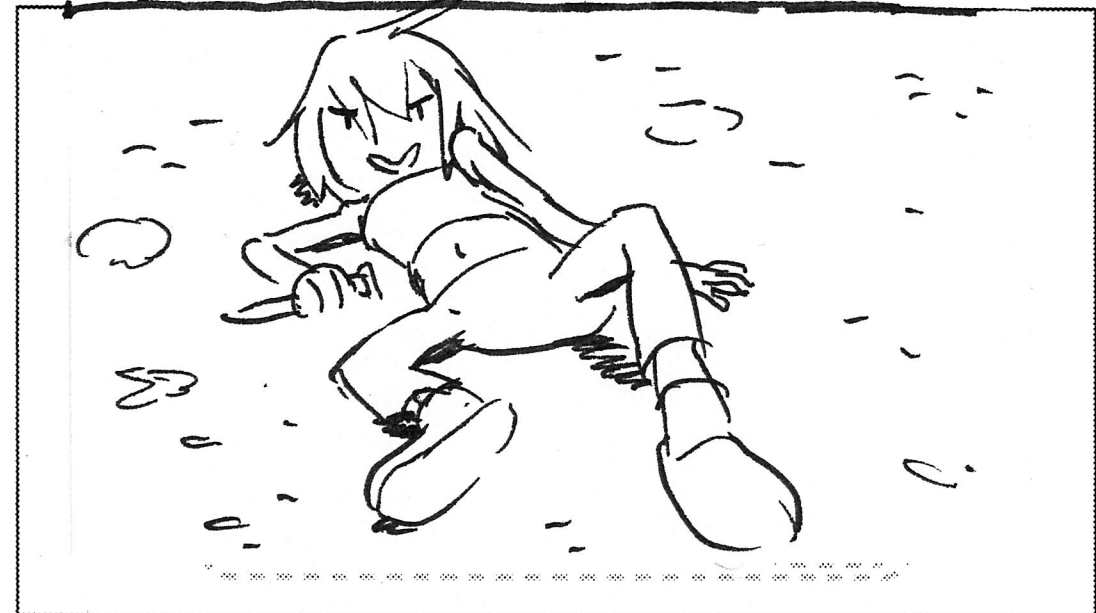
Sc.

181

A

B

night



Dialog:

(M:) You've lost
a step! →

Action:

Timing:

(M:) → hehheh...
I'm not even
gonna NEED my
powers.

1034-214

EPISODE #

Production :

ADVENTURE TIME

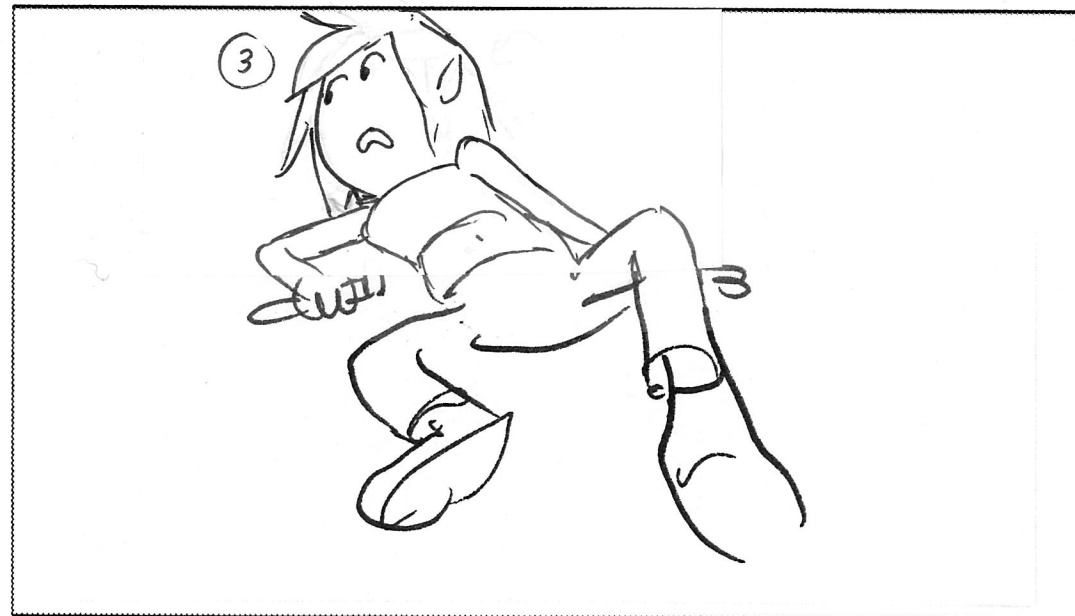


Page 279

Sc. 182 Pnl. A Bg. day night



Sc. 183 Pnl. A Bg. day night



Dialog:

(K) I'm surprised
Marceline...

Action:

Timing:

-Marceline rolls
eyes in disbelief.

eye follows
arc between
(2) and (3)

(M) * sigh *
What now?!



1034-214 #30303
EPISODE #

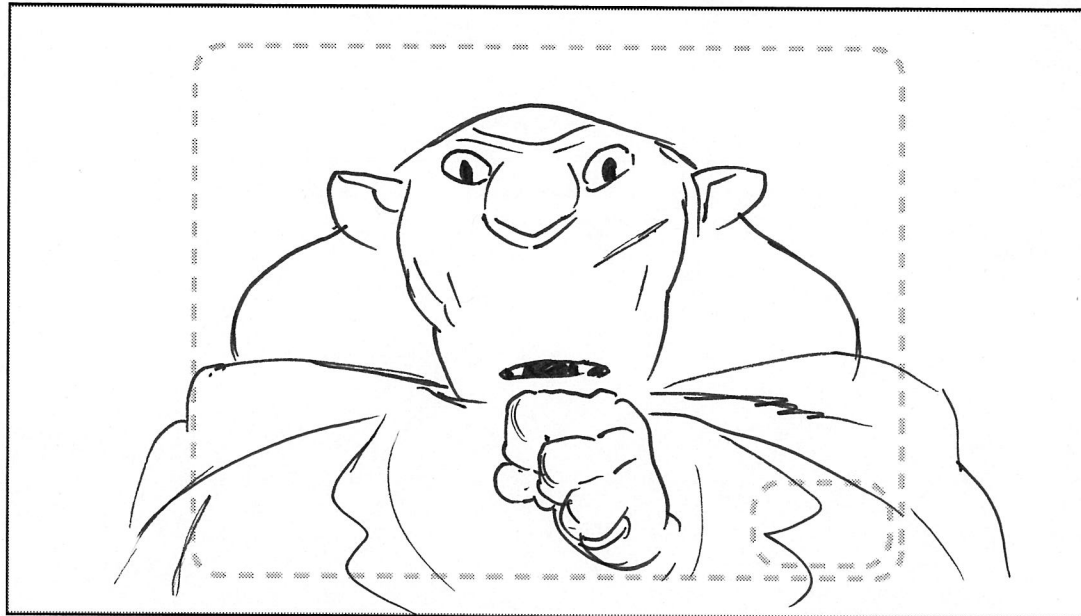
Production :

ADVENTURE TIME



Page 280

Sc. 184 Pnl. A Bg. day night



Sc. 185 Pnl. A Bg. day night



Dialog:

KING: Surprised you have the time to play around while

→ KING OS (cont) the Empress makes her way to the land of Ice and Snow...

Action:

Timing:

EPISODE #

1034-214

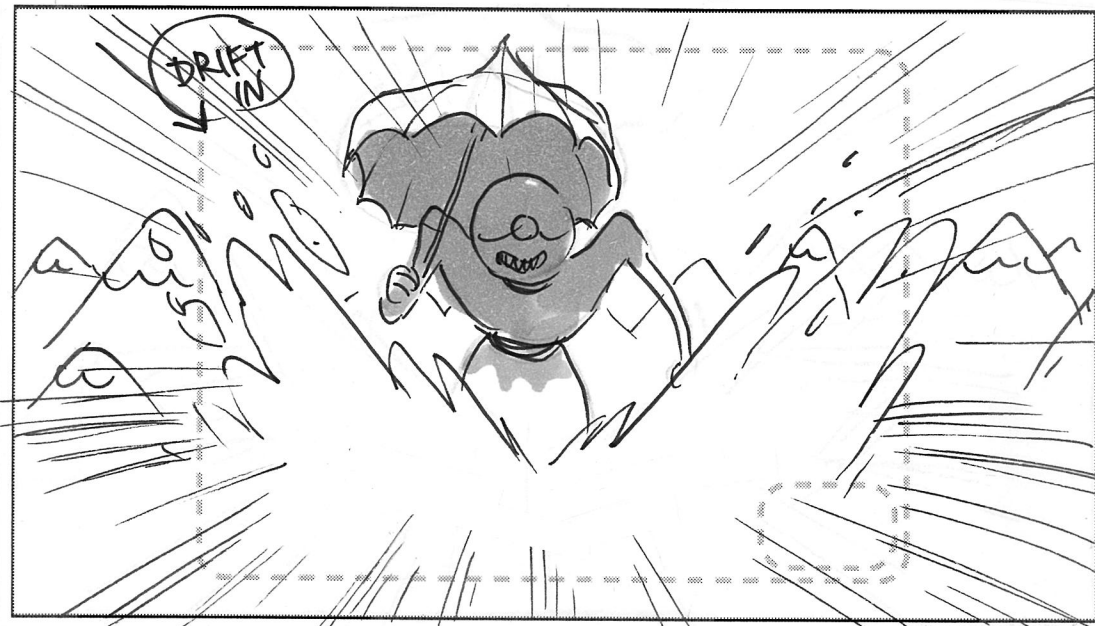
Production :

ADVENTURE TIME



Page 281

Sc. 186 Pnl. A Bg. day night



Sc. 187 Pnl. A Bg. day night



Dialog:

Action:

DISSOLVE INTO THIS SHOT?
- Empress zooms through snow

Timing:

(M.) * GASP! *

1034-214

EPISODE

Production :

ADVENTURE TIME



Sc. 187 Pnl. B Bg. day night



Sc. 188 Pnl. A Bg. day night



Dialog:	(M:) <u>SIMON.</u>		(M:) <u>END!</u>
Action:			- Marceline sits up in panic.
Timing:			

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1034-214
EPISODE #

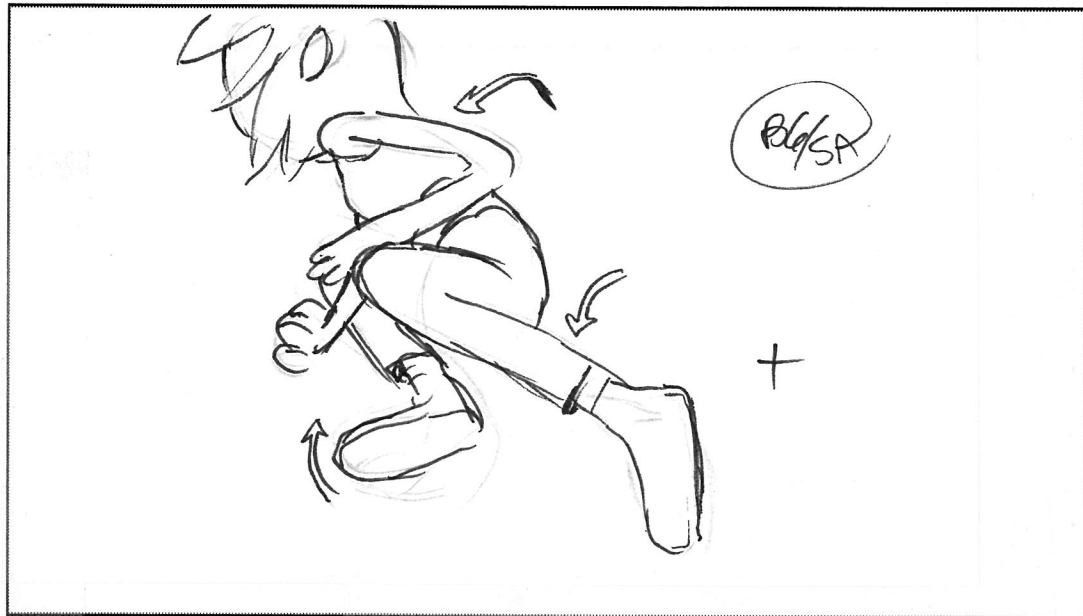
Production :

ADVENTURE TIME

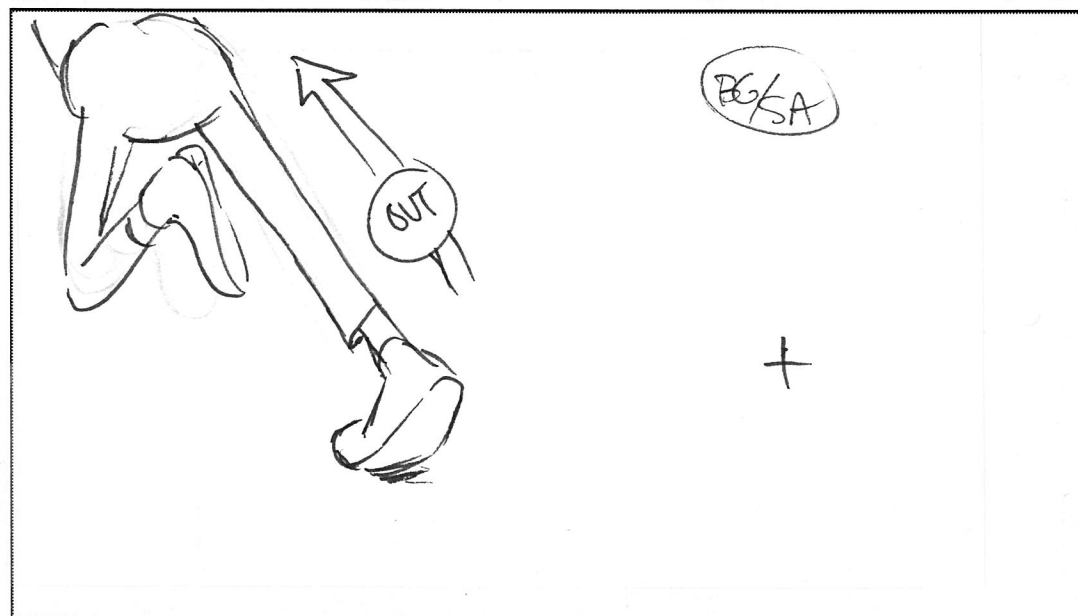


Page 283

Sc. 188 Pnl. B Bg. day night



Sc. 188 Pnl. C Bg. day night



Dialog:

(M:) * GRUNT *

Action:

- Marceline runs off screen in a hurry.

Timing:

EPISODE #

Production :

1034-214

ADVENTURE TIME



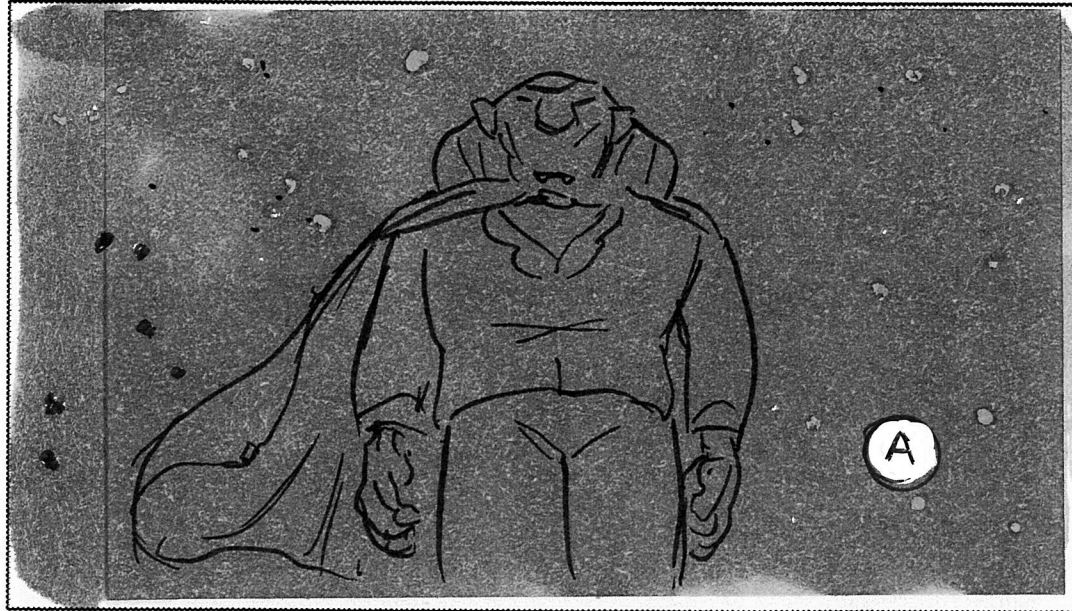
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Sc. 189

Pnl. A

Bg.

day night

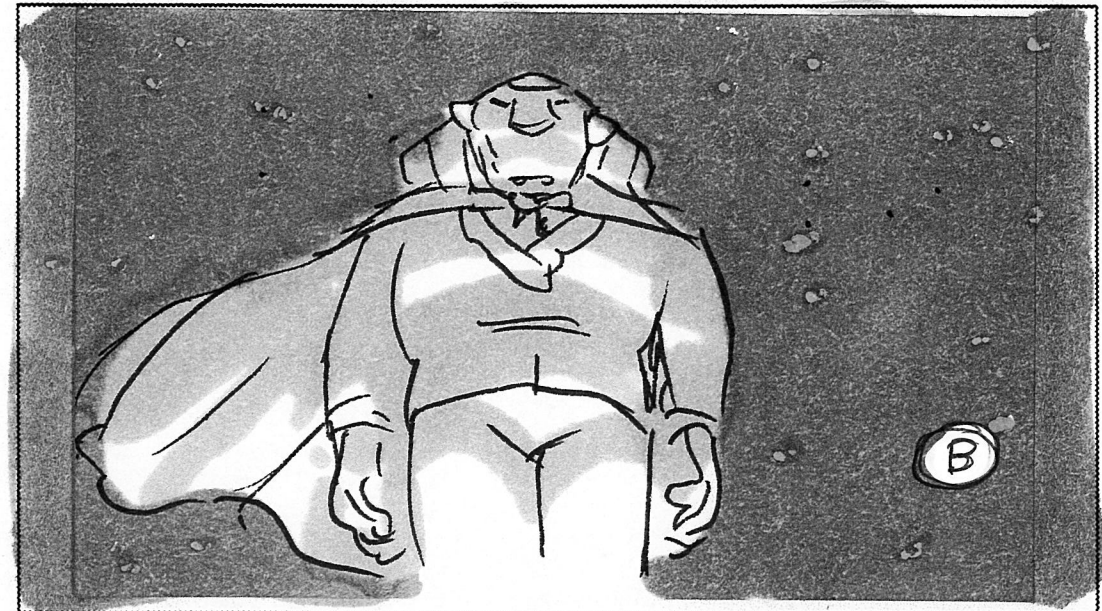


Sc. 189

Pnl. B

Bg.

day night



Dialog:

Action: - Opening forcefield bathes king in ambient sunlight (B) closing door returns king to darkness (A)

Timing: - Cape slowly flutters in breeze.

SFX: * creak *
[door open]
* creak *
[door close]

(A) (B) (A)

1034-214

EPISODE #

Production :

ADVENTURE TIME



285

Page _____

Sc.	Pnl.	Bg.	day	night				
					Dialog			
					Action			
					Timing:			

Sc.	Pnl.	Bg.	day	night

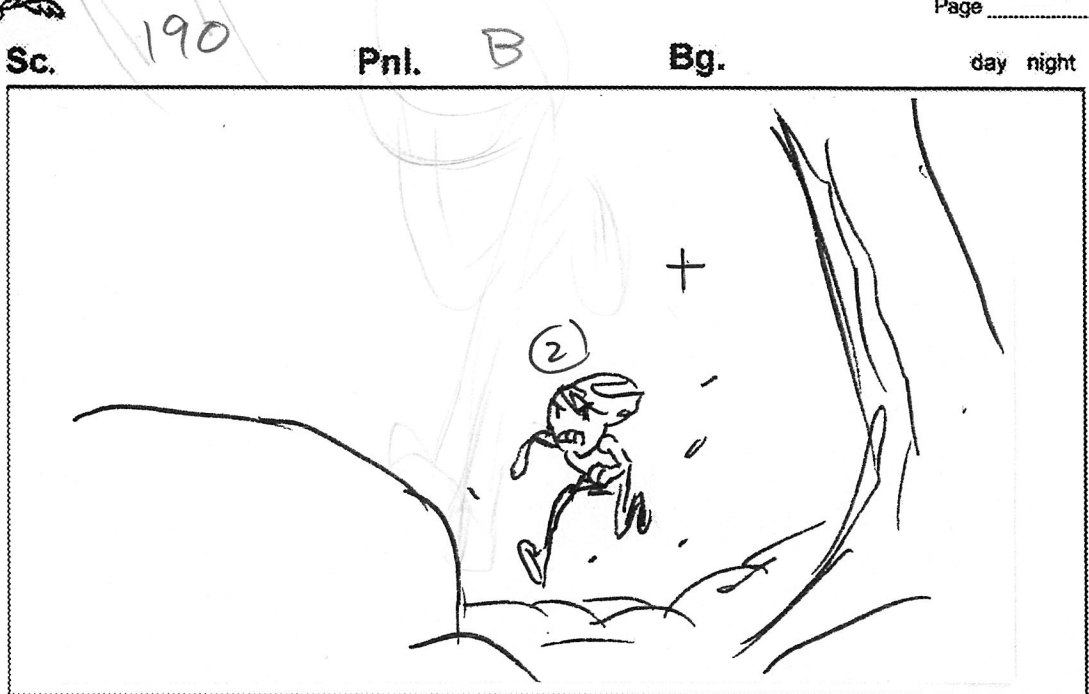
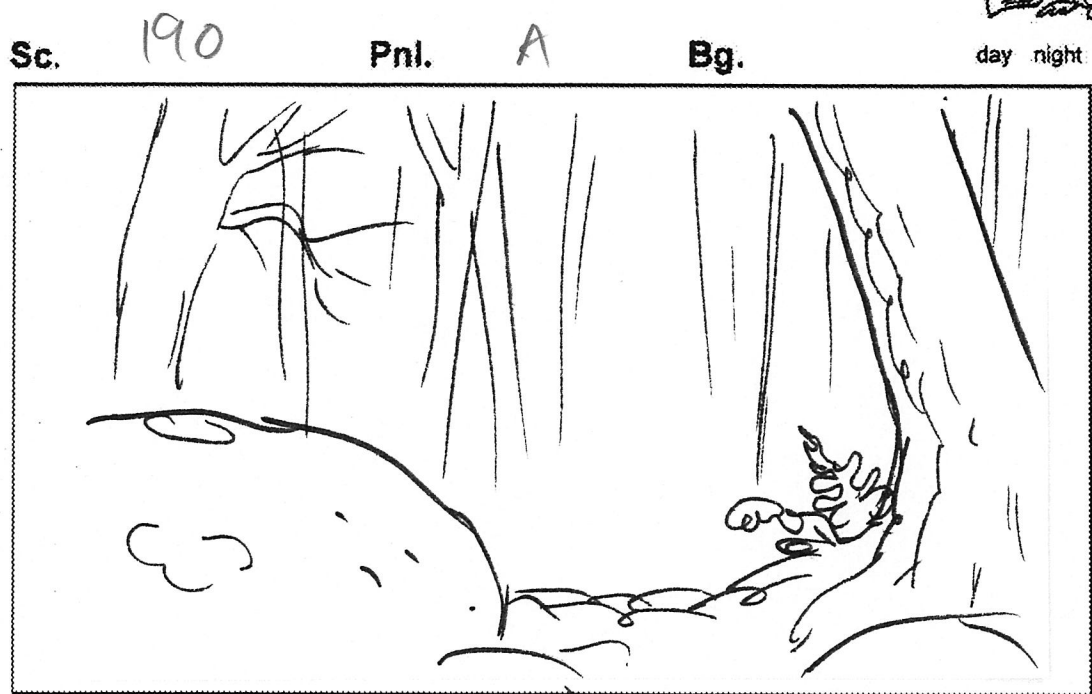
1034-214

EPISODE #

Production :

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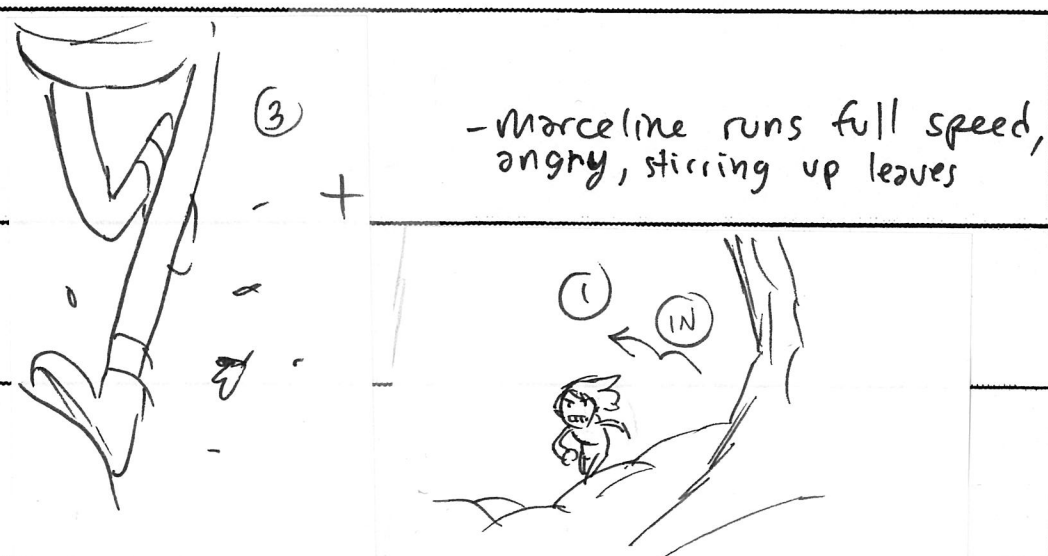
ADVENTURE TIME



Dialog:

Action:

Timing:



1034-214

EPISODE #

Production :

ADVENTURE TIME



Sc. 190 Pnl. C Bg. day night

4

CAMERA SHAKE

Sc. 191 Pnl. A Bg. day night

2

GROWL

Dialog:

Action:

Timing:

(M:) * GROWL *

1

GROWL

1034-214
EPISODE #

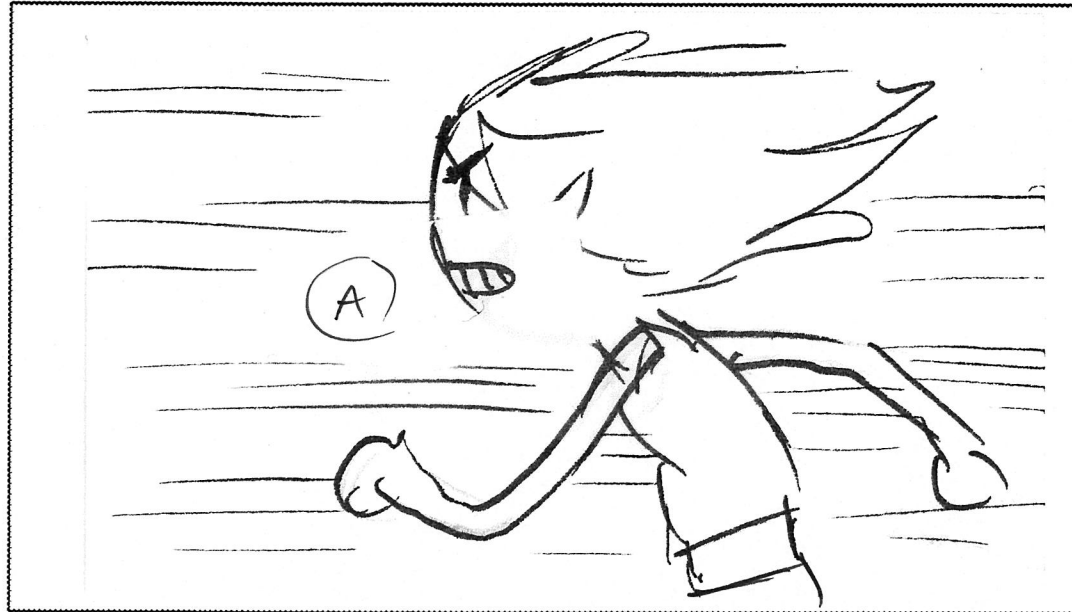
Production :

ADVENTURE TIME



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Sc. 192 Pnl. A Bg. day night



Sc. 192 Pnl. B Bg. day night



Dialog:

Action:

Timing:



- Marceline antics down, then takes off in flight.

1034-214

EPISODE

Production :

ADVENTURE TIME



289

Page

Sc.

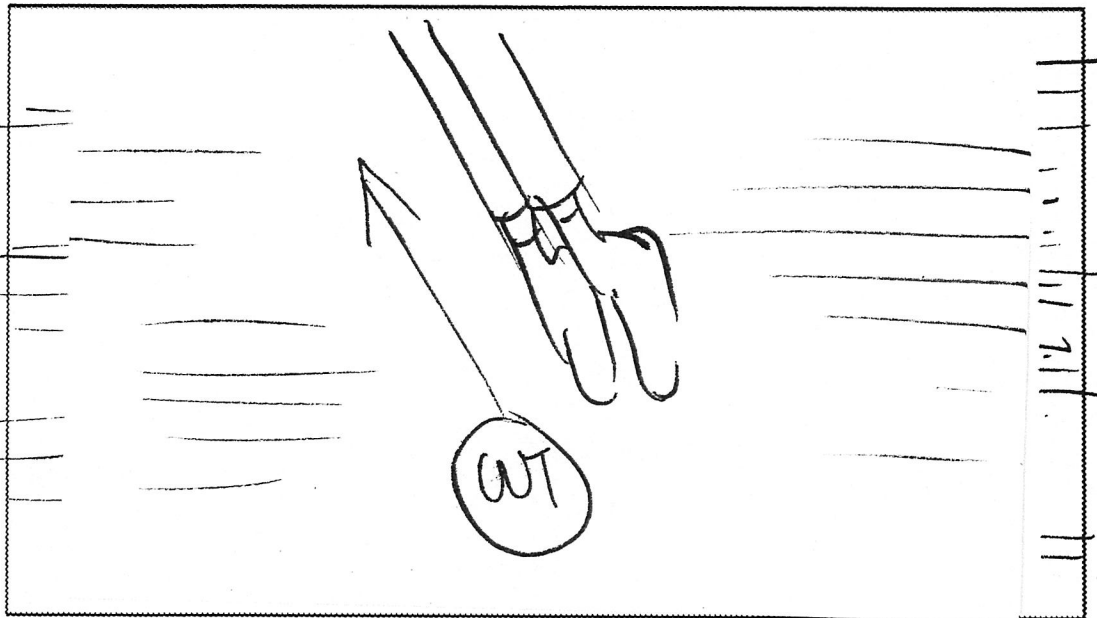
192

Pnl.

C

Bg.

day night



Sc.

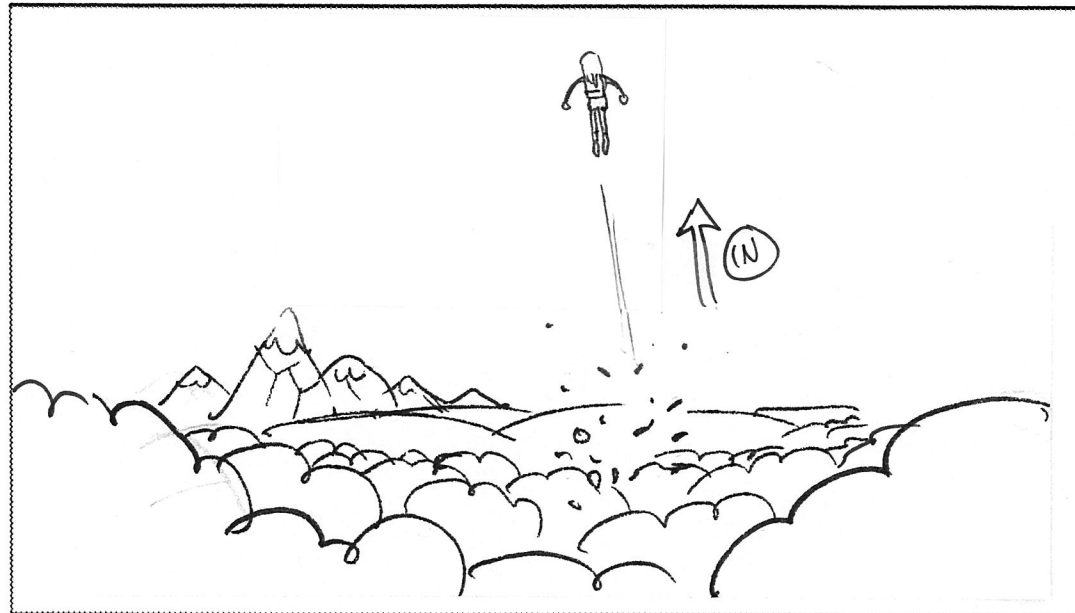
193

Pnl.

A

Bg.

day night



Dialog:

Action:

- Marceline flies up from forest canopy, trailing leaves.

Timing:

1034-214

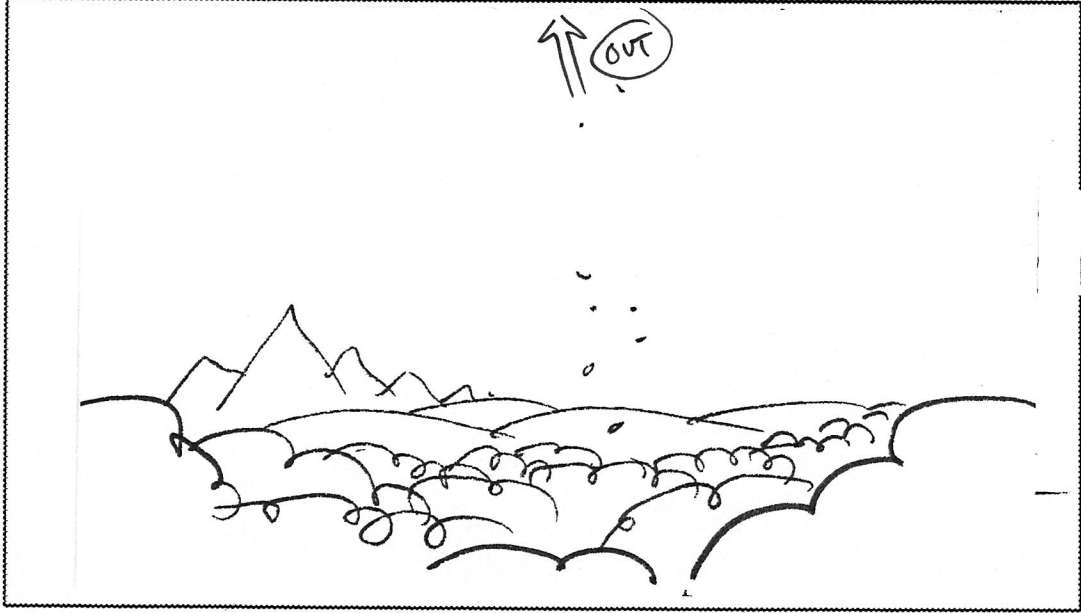
EPISODE

Production :

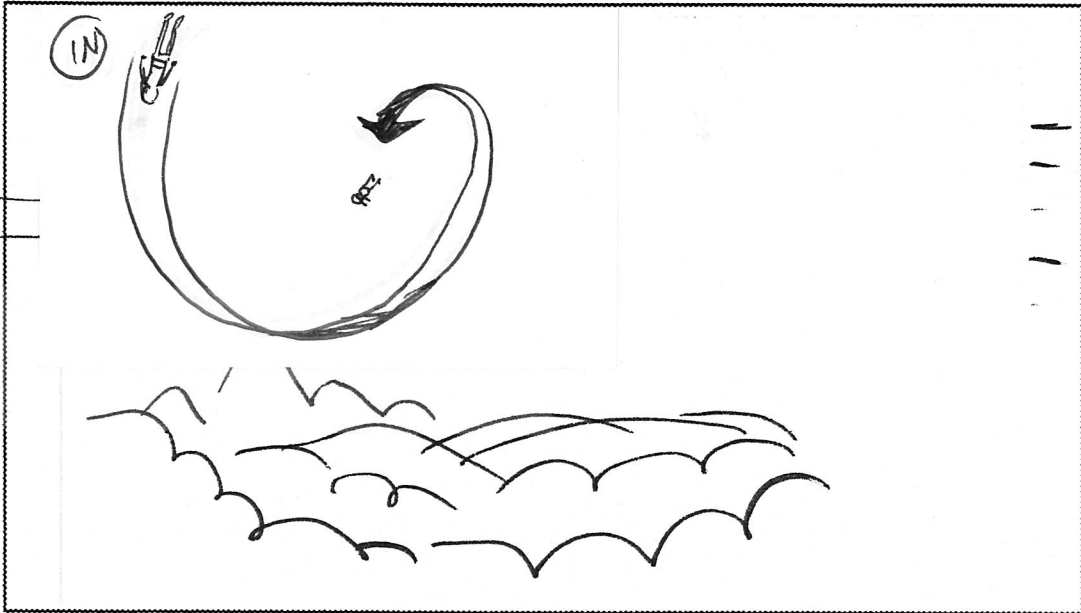
ADVENTURE TIME



Sc. 193 Pnl. B Bg. day night



Sc. 193 Pnl. C Bg. day night



Dialog:
Action: - Marceline flies towards ICE KINGDOM
Timing:

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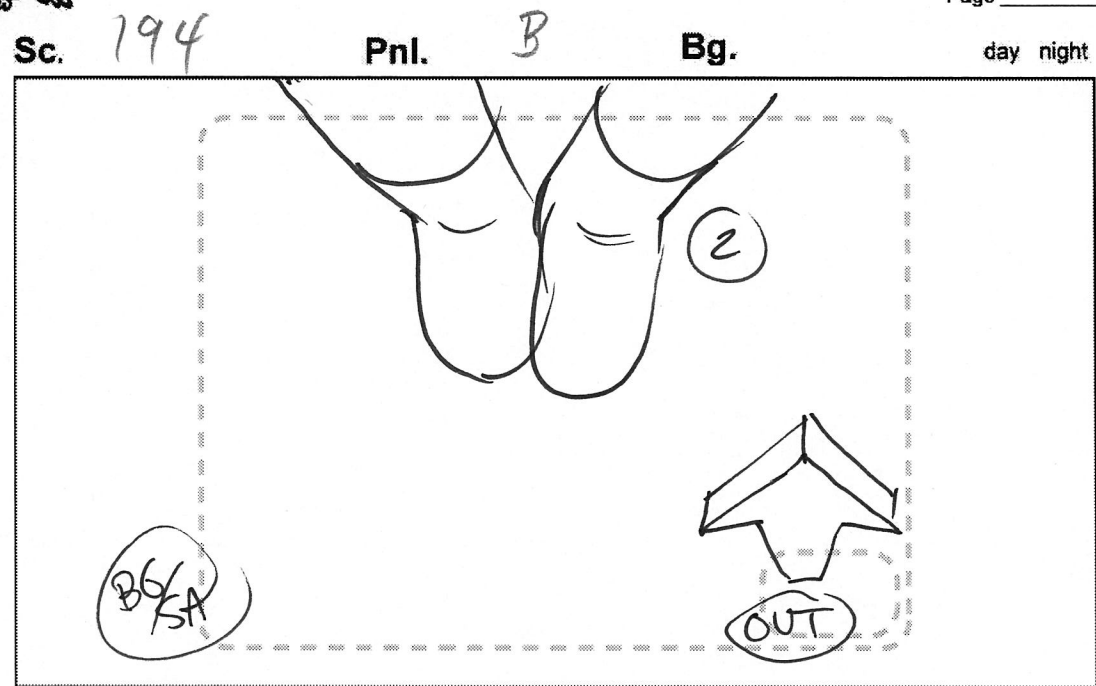
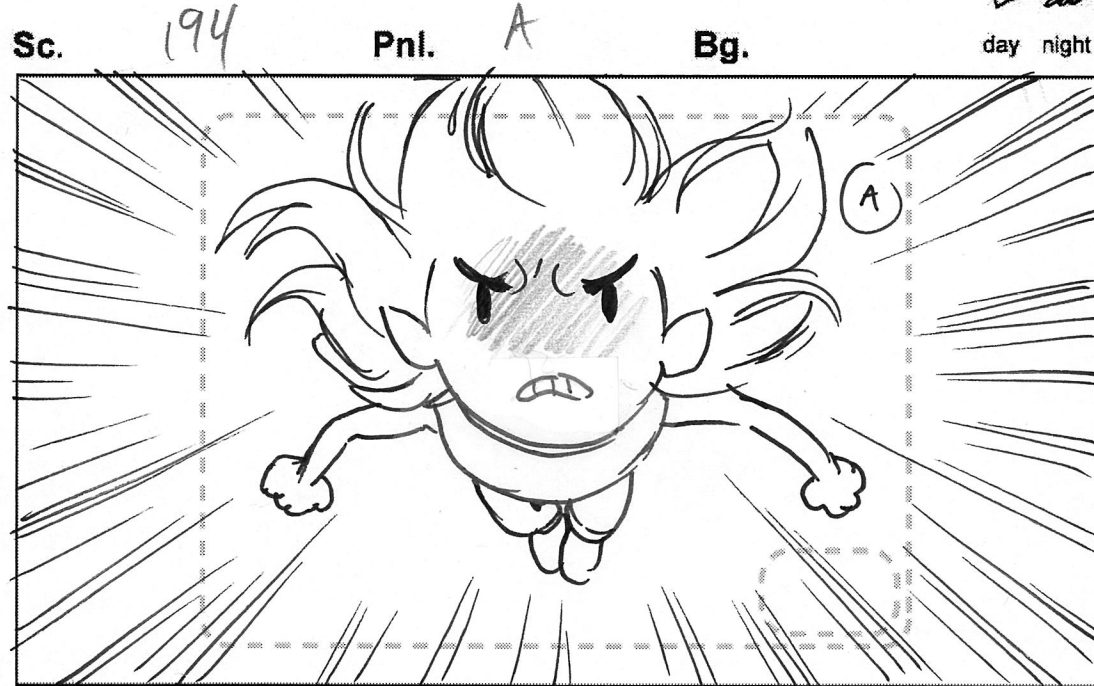
1034-214 #EPISODE

Production :

ADVENTURE TIME



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Dialog:

Action:

Timing:



1034-214

EPISODE #

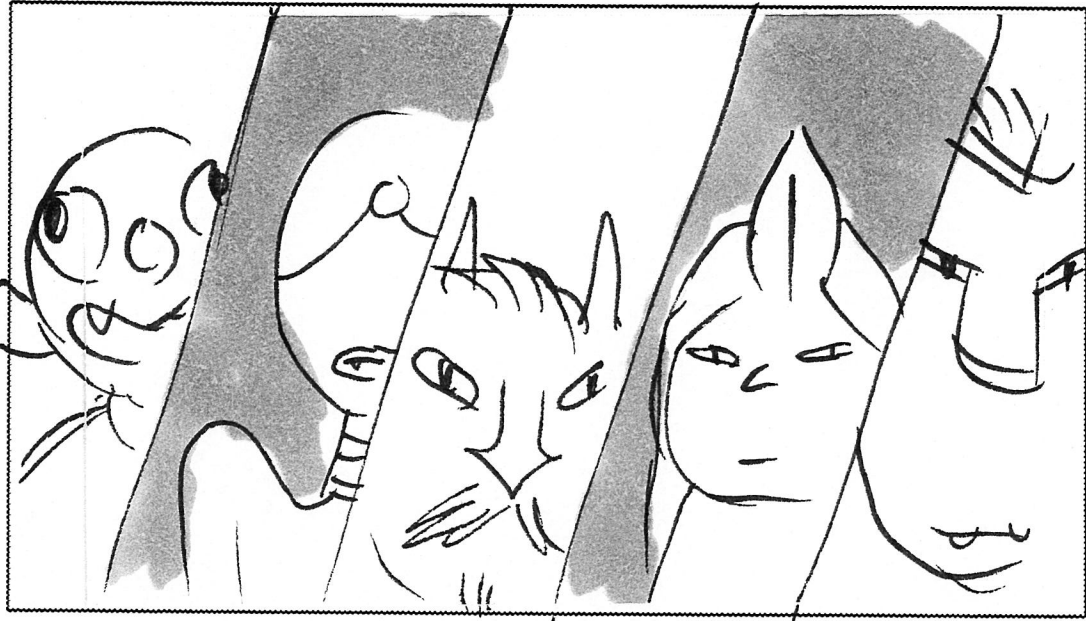
Production :

ADVENTURE TIME

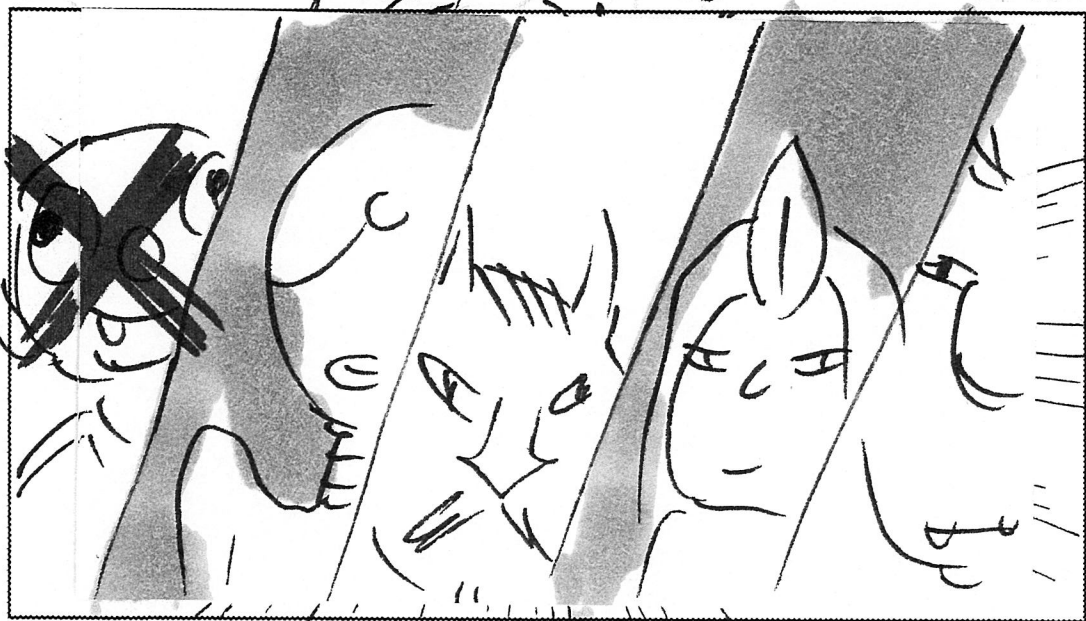


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Sc. 195 Pnl. A Bg. day night



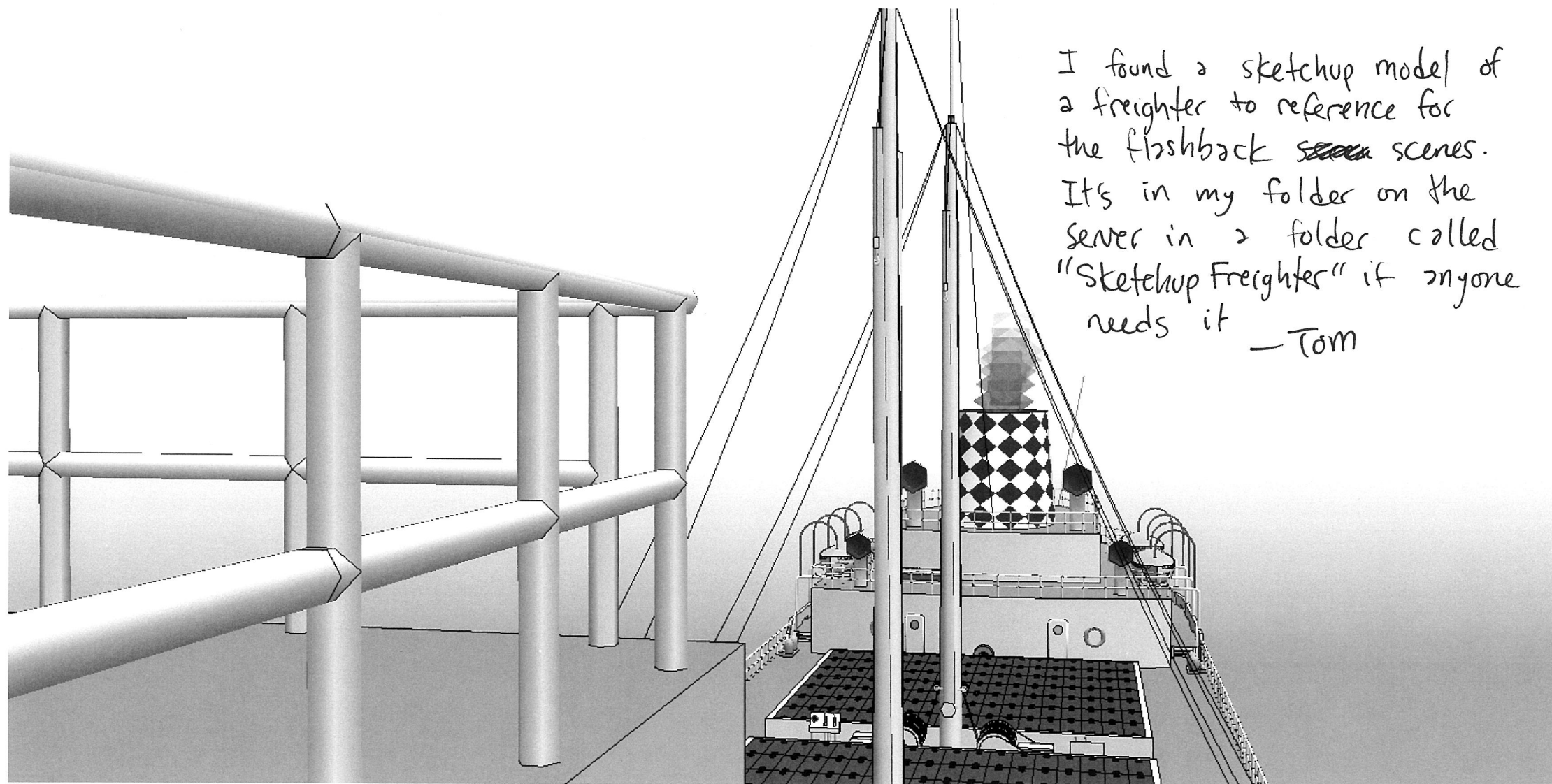
Sc. 195 Pnl. B Bg. day night



Dialog:	SFX: BAM! END!
Action:	
Timing:	

1034-214
EPISODE

Production :



I found a sketchup model of a freighter to reference for the flashback ~~scene~~ scenes. It's in my folder on the server in a folder called "Sketchup Freighter" if anyone needs it —Tom

1034-214

